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ZZAP! 64



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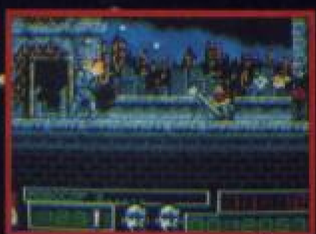
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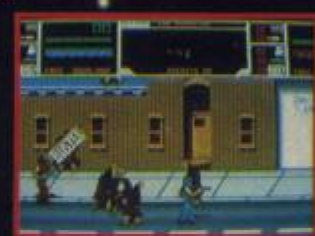


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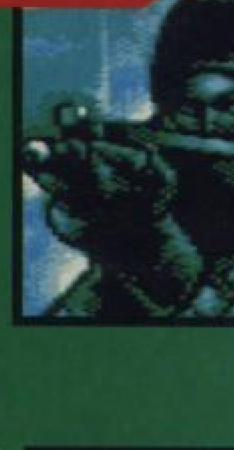
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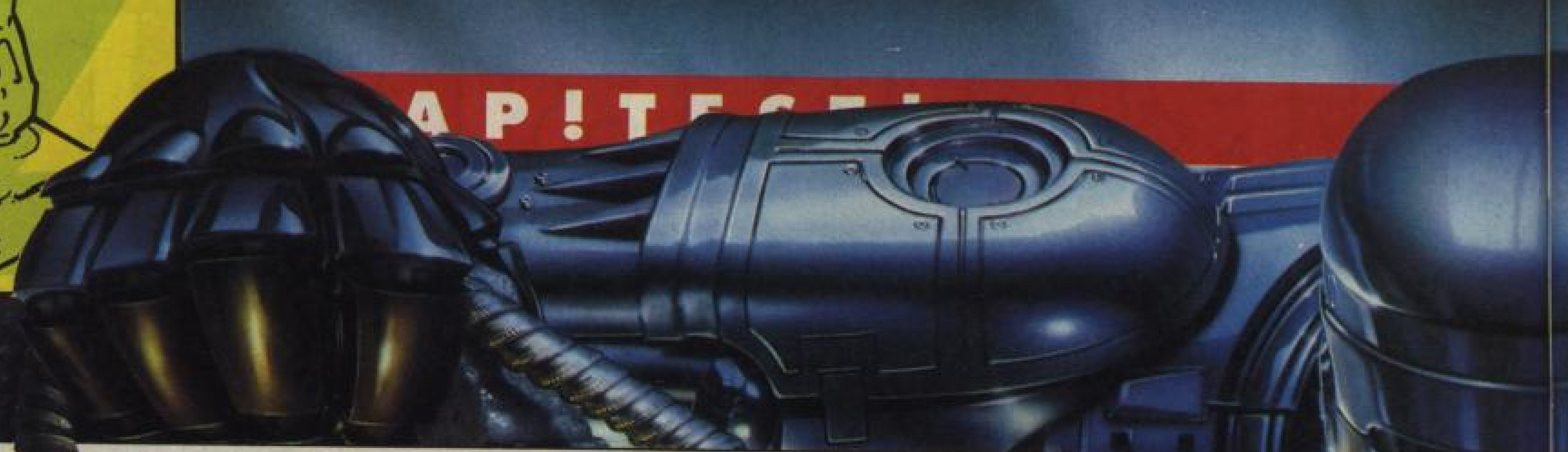
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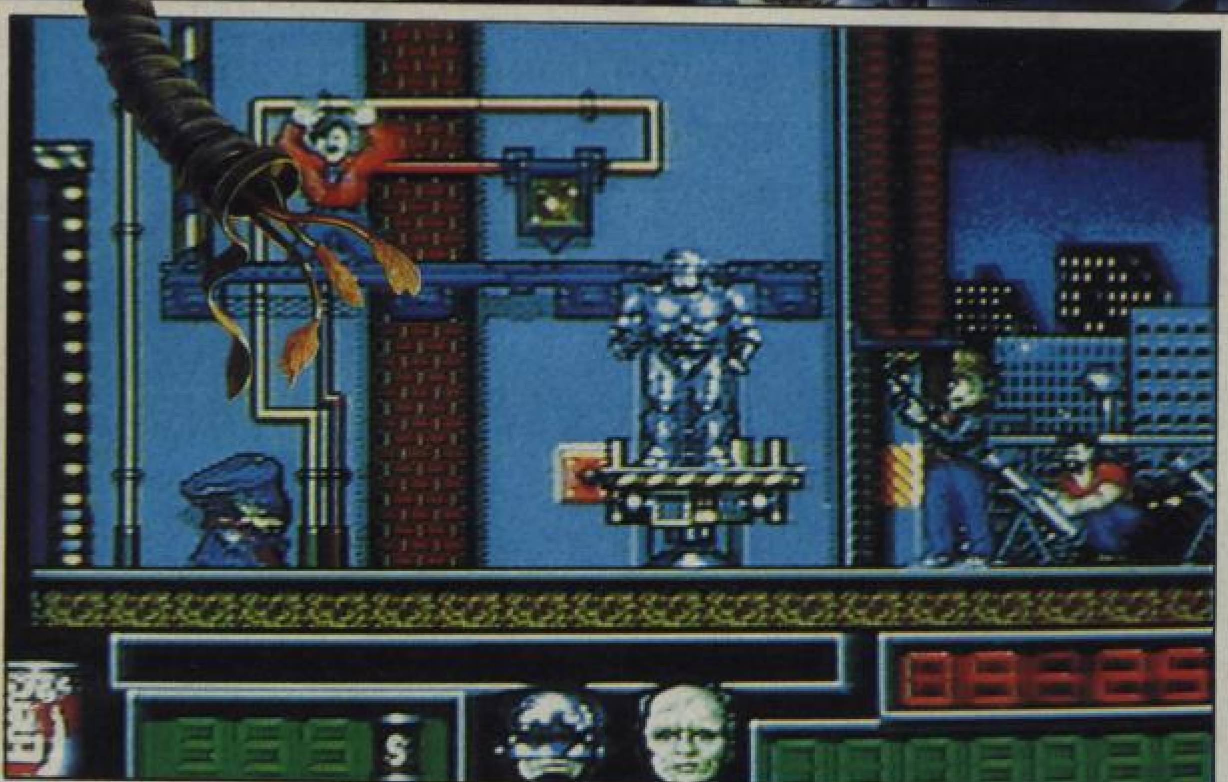



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★ Searching for a secret store of Nuke: Press fire to thrust upwards on the hoverpad. One touch on the cogs is fatal! (C64)



★ RoboCop must rescue the hostages as well as terminating the punks. (Amiga)

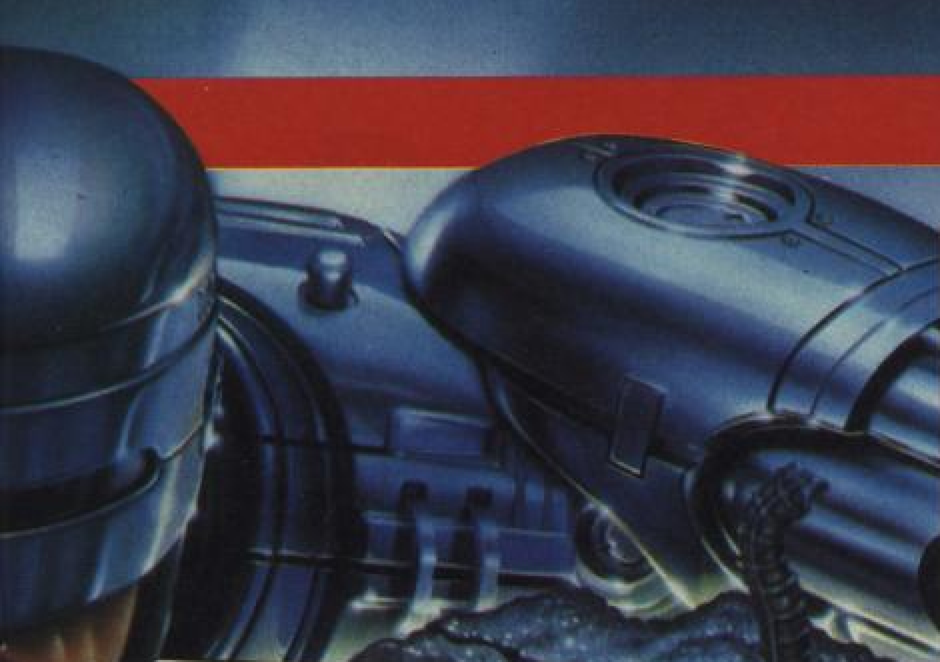
ROBOCOP 2

● Ocean, C64 £19.99 cartridge; Amiga £24.99

The lethal new drug Nuke has swept Old Detroit with devastating effect and the police are on strike — only RoboCop is on the beat. Unfortunately Robo's creators, OCP corporation, want a crime wave to force the city into bankruptcy so they can take it over! The awesome Robo 2 is eventually sent to ensure no-one saves Detroit...

This heavy metal battle is completely different on C64 and Amiga. On the Amiga, Robo's first battle takes place in the Nuke laboratories. Collect 10 Nuke capsules to shut down the labs. Drug baron Cain has unlimited and heavily armed henchmen, plus a Taser-wielding woman to fry Robo's circuits if he's not careful. Coke vending machines top up energy while power-up capsules temporarily give rapid, three- and five-way fire and other extras (some bad). There's also ten hostages to rescue for an extra life.

The blast-'em-up, multi-way scrolling action continues into a Brewery. This is Cain's last scene before being turned into RoboCop 2, who makes his debut at the OCP Civic Centrum level where Robo takes on Harley-riding thugs, robot defences, laser forcefields, ED-209s and finally, Robo 2 in a fight to the bitter end.





★ During the game, RoboCop must recover his memories of himself and his wife via this section. (Amiga)



★ Terminate the perps and save the hostages in the shooting gallery screen. (C64)



★ RoboCop practises on the shooting gallery. (Amiga)

Between the three blast-'em levels are two logic puzzles and two shooting galleries. To piece together his memories, Robo must remove faulty chips from increasingly complex memory banks without backtracking (earning a continue-play if successful). Completing the shooting gallery boosts Robo's firepower lethality.

On the C64, the plot remains much the same although the action is spread over *14* horizontal-scroll levels, involving leaping from platform to platform, dodging bullets and avoiding the slightest contact with anything. A hover pad can be used to jet around, platforms can be moved and ceiling magnets are useful for



Unsurprisingly, **Amiga** *2* follows the same basic lines as the original. The carnage of the shoot-'em-up sections is there with simple puzzles and shooting galleries as sub-games. But if it's not original, there's no arguing about the superb execution. The sensation of Robo blasting his way through masses of henchmen is awesome. Explosions going off all around, bullets flying everywhere and sampled screams make for a stunning showcase of mindless violence. Special features like the warehouse actually blowing up, Cain and even ED-209's guest appearance epitomise the quality of Special FX's work. If *RoboCop 2* was a coin-op I couldn't imagine it looking much different to this. The levels are big and so tough a game lifetime can be measured in seconds but you sure have one hell of a sonic and graphic blast!

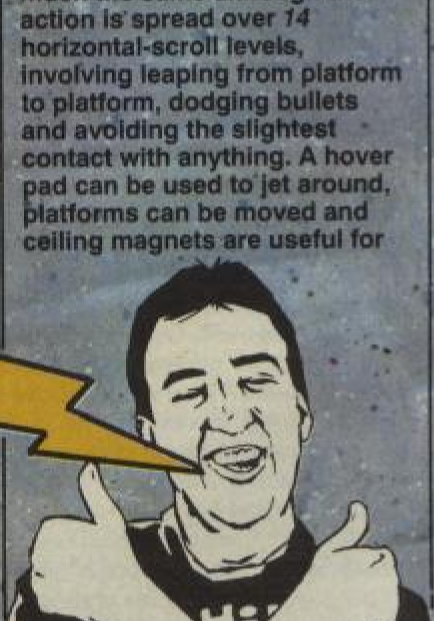
The **C64** game goes for the style of a *Super Mario Bros* variant. Jumping around platforms is as crucial as trigger finger action. The ultra-violence of the original game has been replaced with a cuter, less serious approach. There's a fair bit of blasting, mega-baddie confrontations, and a dozen or more normal villains per level. But most of the action is in dodging flames, whirring cogs, electrical bolts and suchlike, riding hoverpads and, of course, tackling all the sub-levels. Over 20 levels mean it rivals any Japanese game for size.

On the debit side the graphics can't compare with *Navy SEALs*, but Ocean point out this is a more ambitious game, with a lot more sprites on screen. In fact, the bright colours and chunky graphics establish an enjoyable cuteness. And at least Robo himself is still pretty tough and well animated. Combined with gameplay which is fun and fast-flowing, this hugely playable game offers brilliant value for money.

The **Amiga** version of *Robo 2* may not be that original, but who cares? *2* sets a new standard for the Amiga, with excellent animation, full use of the Amiga's superb colour palette, silky scrolling and digitized sound FX. A full blooded Amiga game!

On top of this there's a slick front end with digitized pre-level portraits and even a rapping cheat mode! The puzzle game and shooting gallery are nice sub-levels, and the package as a whole is unmissable.

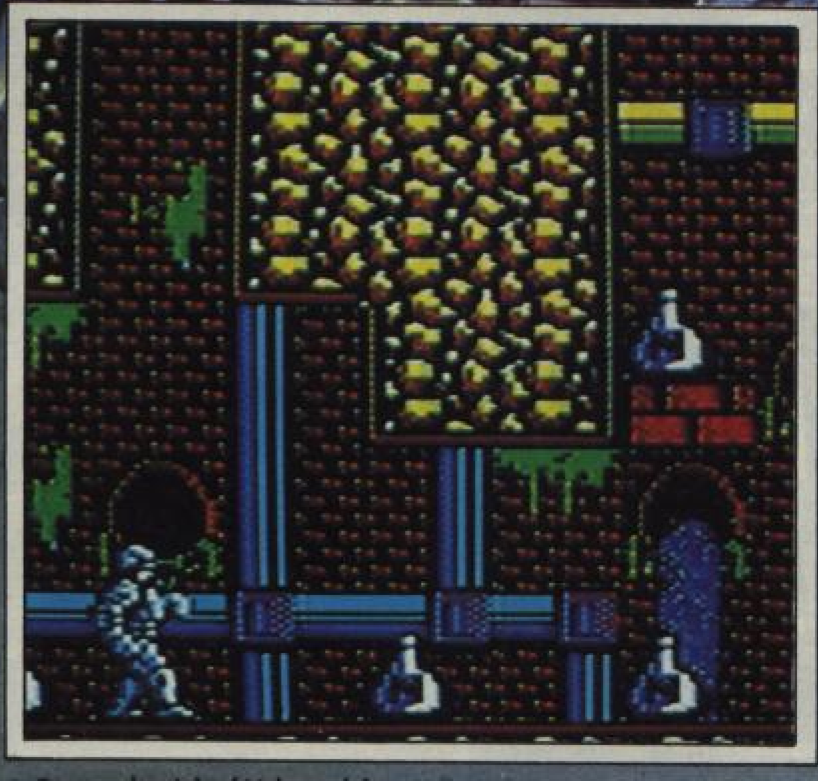
The **C64** is equally well presented, with a great front end and animated presentation screens. Gameplay starts off a bit weird, but is only the beginning of a giant game packed with variety. The more you play it, the more you like it. Good fun but I'm unsure of whether it's a Sizzler because of the graphics — which are a bit blocky with flicker. Gameplay is good, though, and I like it a lot better than the original.







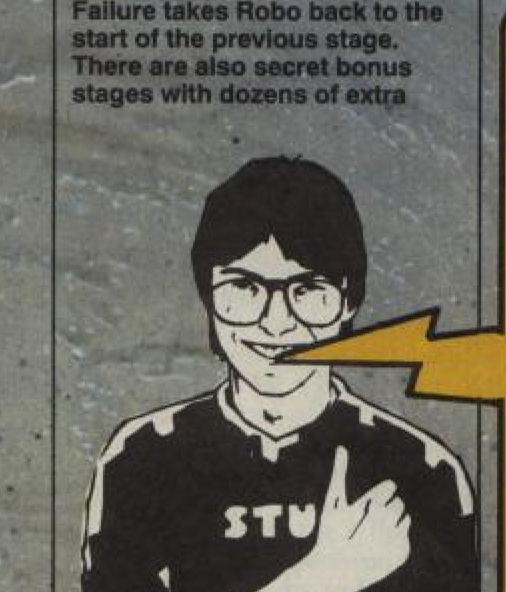
★ Robo takes on ED209 again! (Amiga)



★ Destroy the vials of Nuke to defeat Cain's evil conspiracy. (C64)

crossing chasms. Robo faces not only gun-toting criminals but also giant grinders, jet thrusters, lasers, crushers and a whole lot more besides.

The basic aim is to collect Nuke capsules and arrest special criminals. Failure to achieve at least a 60% rate of either on a level leads to a shooting gallery where Robo has to shoot a selected number of criminal targets to progress. Failure takes Robo back to the start of the previous stage. There are also secret bonus stages with dozens of extra Nuke capsules. Best of all, there's two sub-games where extra lives and millions of points can be won. In the first, Robo has to piece together his memory in a sliding block puzzle, while in the second (a Mastermind-style sub-game) Robo is attempting to open a safe. The main part of the game, the side-on view combat, features the same settings as the Amiga game, plus the sewers, but they're laid out completely differently and made much bigger — each locale is divided into several levels. There's static screen one-on-one combat with Cain, and later, Robo 2.



C64 *RoboCop* has dropped the original's detail for a blockier style. This isn't as attractive, but it allows a lot more freedom with how the game moves and the number of sprites on screen. It's less serious, but better fun. The variety of backgrounds and obstacles is impressive in this platforms-and-ladders format, while there's still plenty of violence with a fair number of villains and mega-baddie confrontations. There is some flicker, but the cartoon-style and high playability compensate. Later on there's hoverpads to ride on, one-to-one battles with Cain and Robo 2 and plenty of hidden levels and sub-games, all played against backdrops packed with activity and colour. Sound FX are well above average — Robo's stomping is simply great! To sum up, an immensely playable C64 game but sporting console graphics (something I can certainly live with, given the sheer size of the game). Great!

On the **Amiga**, violence is the thing: superbly animated villains carry rocket launchers and AK-47s. The basic shoot-'em-up format is familiar, but there's more platform action with conveyor belts to master, hooks to ride on and beer vats to fall in. More importantly, the look and feel of the game is light years from the original. It plays and looks like an arcade game and is unmissable for this reason. The puzzle sections are only okay, and the shooting gallery is too flat, but those three shoot-'em-up sections are the best I've seen on the Amiga. So don't miss out!

amiga

PRESENTATION 88%
Excellent title screen effects, digitized movie pictures for each stage, fairly rapid multiload.

GRAPHICS 94%
Characters are superbly detailed, with great shading, animation and variety. Coin-op quality, in short, while the logic puzzles and shooting galleries look good too.

SOUND 89%
A constant volley of noise — clearly-sampled explosions, screams and gunfire — all used to the max with a decent title tune to boot.

HOOKABILITY 94%
Even dying very quickly in your first several games is definitely NOT going to put you off getting into this superb-looking game! Especially with its coin-op feel and gorgeous graphic rewards.

LASTABILITY 91%
Familiar game ideas but with three tough blasting levels, tricky puzzle games and a vicious RoboCop 2 to take on, you WON'T be putting this one down.

OVERALL 92%

Does this mean *RoboCop* will be in the charts for another two years?

C64

PRESENTATION 91%
Animated title screen, alternate two-player option, standard or twin-fire button joystick options, music/FX option. Good level start and complete status screens. Infinite continue-plays.

GRAPHICS 85%
A little blocky, but cute and well animated with dramatically changing later levels.

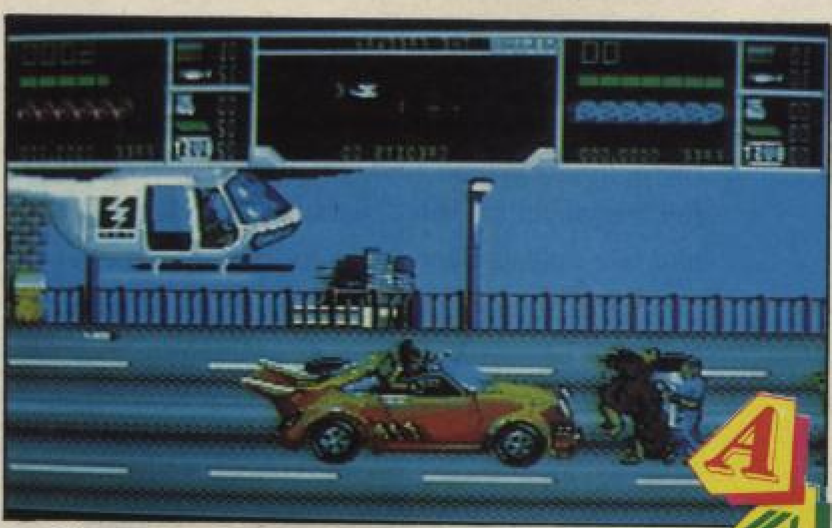
SOUND 80%
Great Robo-stomp, a wide variety of good FX plus an enjoyable main tune.

HOOKABILITY 89%
Not much shooting to begin with, but the high playability soon gets you hooked.

LASTABILITY 93%
Over 20 levels including the shooting gallery, two sub-games, numerous secret levels and mega-confrontations.

OVERALL 90%

A massive game, packed with variety and playability.



• Ocean, C64 £10.99 cassette, £15.99 disk; Amiga £24.99

narc

Law enforcement is a joke, and asking for a Coke at your local drugstore has taken on a whole new meaning. With the entire USA in a fix, the people turn to Hit Man and Max Force, two cops with major league firepower. The evil drug organisation, KRAK, and Mr Big are about to be terminated.

Max and Hit are armed with machine guns and rocket launchers to take on the perps, although there are bonus points for making non-lethal arrests. Shoot some bad dudes and they drop extra ammunition, rapid fire power-ups, cash or packets of drugs.

Collecting the latter two is good for your end-level bonus, but you only get that when you've found the safe card. Usually this is hidden away in a sub-level, often tougher than the main levels! On the first load there's a door leading to a subway station sub-level where Rottweilers bite at your heels and perps fire at you all the way. Get the safe card and you've still got to return to the main level and blast your way through to complete it.

After this the slaughter continues on through Krak Street (where Spike Rush throws energy-sapping hypos), the KRAK drugs labs (destroy massive chemical vats), and bridges where helicopter gunships attack and the cops can ride in a red Porsche.

Massacre after massacre follows as the clean up continues through Sunset Strip, ganja plant greenhouses and more before KRAK HQ. There, Max and Hit face wave after wave of every baddie in the game before (literally) the head of the organisation puts in an appearance.



In both versions, graphic variety and attention to detail is high. Each scene is markedly different — junkyards, bridges and even a greenhouse! All the early levels have their own special perp, but later on you get more of a mix which is a real challenge. Accompanying both versions are ace sound effects: the Amiga dog yelps, voices and rocket effects are horrifyingly real, the music excellent. The C64 boasts especially good spot effects (the hypo, helicopter whirr and rocket blast). This version also copes well graphically with only a few less sprites than the Amiga. A real technical achievement considering there's a simultaneous two-player mode.

Gameplay is unsophisticated and twelve levels of the same game can get repetitive. The ideas are a bit limited, but it's a good blast and that's all it aims to be. The gratuitous violence has been toned down on the C64, with no flying appendages! Mind you, running over perps in the Porsche and blasting Rottweilers sure makes up for this!



The OTT effects of the coin-op, with legs and arms flying everywhere make conversion a tricky business, but Sales Curve have the balance about right. The punter-pulling *Rotoscope* character movement has inevitably been dropped from the Amiga. Ironically the blocky C64 characters are so well animated they look digitized! — and there's zero flicker.

Twelve levels plus sub-levels, which are complete sections in themselves within the load, and you get one massive challenge. The ideas are a little dated, and the C64 disk version I played had enough lengthy loading to make me wonder about C2Ners, but it's well-structured with big levels. The Amiga game benefits from a fast multiload. And watch out for the scanner scenes before each level: they're great on the Amiga but on the C64 it's marvellous to see it matching the coin-op in graphic detail, complete with the portrait rapidly expanding in size. All in all, two incredibly playable conversions.

★ Dealing out instant justice to drug dealers in *NARC*. (C64)



amiga

PRESENTATION 89%
Excellent scanner screens, continue-plays and rapid multiload.

GRAPHICS 87%
No Rotoscope but it's strong on graphic variety, action and detail.

SOUND 90%
Realistic samples and a great in-game tune.

HOOKABILITY 85%
Unsophisticated but as addictive as the coin-op.

LASTABILITY 83%
Major league challenge with new perps exhibiting quite different and deadlier methods with each level.

OVERALL 84%

Classic arcade action garnished with a torrent of gore.

C64

PRESENTATION 81%
Excellent scanner screens, continue-plays. Lengthy level multi-load.

GRAPHICS 86%
Smooth scroll, well-animated characters and colour-varied levels changing dramatically in style.

SOUND 81%
Decent main tune together with convincing FX.

HOOKABILITY 86%
Pace of the game is interrupted by heavy multiload but otherwise it's got the essential overkill of violence and game pace to get you hooked...

LASTABILITY 87%
...with the challenge and graphic rewards of new Scanner pictures and backdrops to match.

OVERALL 86%

Technically impressive, and extremely playable.

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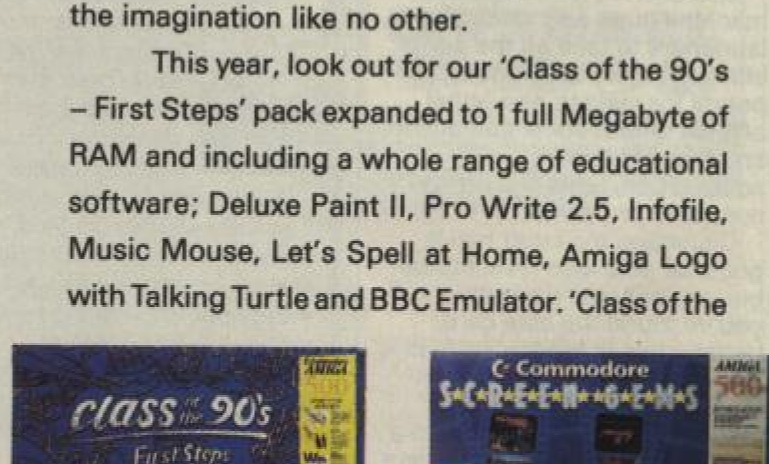
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The Commodore Amiga 1500 – £1149.99

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DRAGON BREED

In the Agamen Empire people are dissatisfied by their King, the fifteen-year-old boy Kayus. But rather than calling on Michael Heseltine they've called on some chappie known as Zambaquous, the King of Darkness. Rather an extreme move, you might think, and Kayus certainly isn't too chuffed. Zambaquous has already made his presence felt by filling the air with miasma which is gradually turning the ground dark and rotten. Kayus sets out to defeat Zambaquous with Bahamoot, the Dragon of Light.

The game begins with Kayus climbing on Bahamoot, a long, sinuous snake-like dragon — its long tail can be swung around to block enemy fire and even destroy creatures. While Kayus is permanently armed with a bow, the dragon can be progressively upgraded. Special creatures must be shot to release the potions. There are four different ones and they all increase the basic power level. Red potions give the dragon fire breath, Silver gives homing dragons (!), Blue gives lightning bolts and Gold gives Scales. The latter two provide a defensive shield if the tail is coiled into a circle and the joystick waggled vertically. Another unique feature is that at certain stages Kayus can dismount, and walk around on his own!

Kayus's quest is divided into six multiload levels, each with a mega-baddie at the end. Death sends him back to the last reset point, taking one of four lives — there are no continue-plays.



★ Kayus dismounts to fight on his own.


PHIL

This is a pretty straightforward shoot'-em-up with the only innovation being the dragon with its shimmering (some would say flickering) tail which can be used to protect you or swung around offensively. Otherwise it's standard horizontally-scrolling blasting fare with wave after wave of aliens swooping in to attack. It's all very slickly done with the huge end-level creatures very impressive and a good Martin Walker soundtrack throughout. But although the rather slow game pace makes it pleasantly playable, I just didn't find it all that compulsive — especially with the horrendous tape multiload. It's a good enough conversion, but *Dragon Breed* has nowhere near the impact of that more famous Irem coin-op, *R-Type*.


STU

Dragon Breed follows in the vapour-trail of *Atomic Robokid* as another technically ambitious coin-op conversion. As with *Robokid* plenty of effort has gone into getting the look of the coin-op, with good backdrops and limited vertical scrolling along with the horizontal flow of the game. Possibly as a consequence there's a fair of bit of flicker — the dragon continually flickers, giving a sort of sheen effect which some people will like. More seriously gameplay isn't as exciting as it might be, one big mid-level baddie looks much like the coin-op, but becomes very dull when static. On the the other hand there are some biggish villains which look very nice, although they can be dull to kill. End-of-level baddies are probably best, the second level's is at least two screens high! Also, the coin-op's graphical variety and size provide a consistently interesting challenge. Level two is quite a bit different from the first, with long, sticky tendrils to trap you. Unfortunately, big levels mean hefty multiloading — many games load faster than the levels here and dying means reloading the whole thing. Activision seem to have put coin-op authenticity above everything else, possibly even playability. On disk the game could be a lot more fun, fairly playable and packed with variety. On cassette only the most patient of *Breed* fans will enjoy it.

Amiga update
A £24.99 Amiga version should be out any day now.

★ Confronting level two's formidable end-of-level baddie which moves up and down, its claw grabbing for you!



PRESENTATION 37%
Short title page/high score intro before the megaload levels. Cassette owners will need to be extremely patient.

GRAPHICS 81%
Plenty of variety, with some impressive creatures — particularly great end-of-level monsters.

SOUND 70%
Martin Walker provides a decent soundtrack, although it sounds much like that other Irem coin-op.

HOOKABILITY 80%
Easy to get into, although familiar gameplay is more enjoyable than compulsively addictive.

LASTABILITY 77%
Six levels provide a varied challenge.

OVERALL 79%
An ambitious conversion which disk owners will enjoy.


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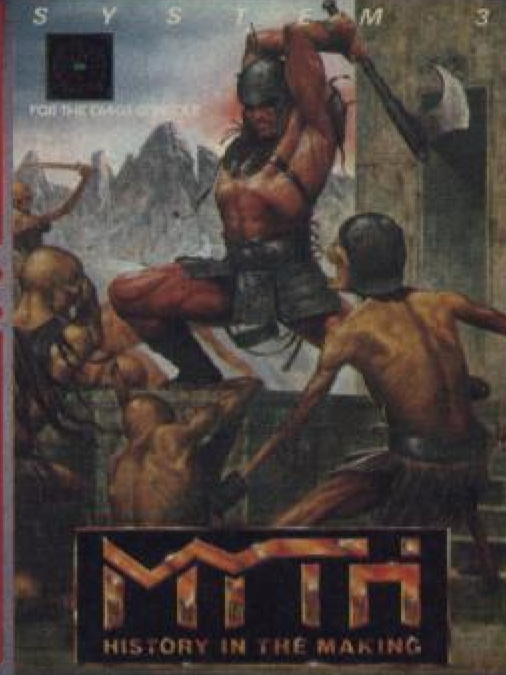
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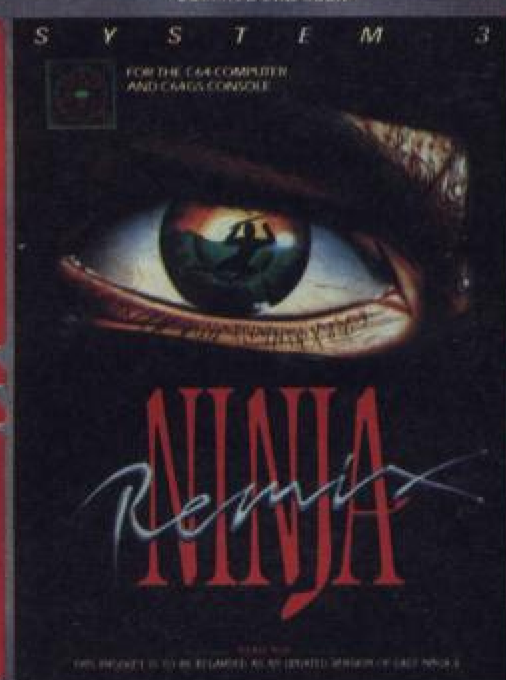
T H E   P R E S S   S A Y

This almost looks like an Amiga game that someone has managed to get running on the C64. Superb animation, tremendous sound, and bags of atmosphere make this a must buy. If you want another reason for parting with your cash, it's also huge and there's lots of variety in there. I was impressed – you will be too.

ACE

I don't think is would be exaggerating when I say that MYTH is one of the best games on the C64. It has just about everything necessary to make it a classic.

COMMODORE USER





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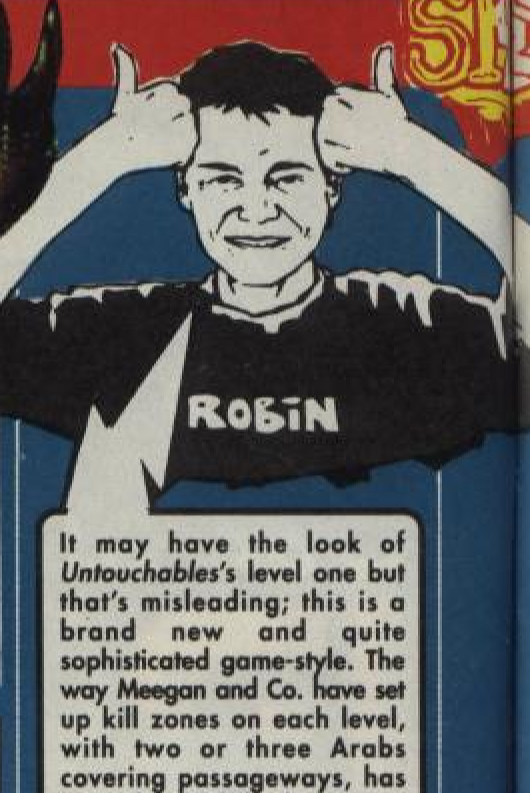


★ Curran uses a grenade to take out two Arabs.

★ Mission Two, the *Renegade*-style pure arcade side of *Navy SEALS.*



With half the American army in the Gulf, sending a five-man



It may have the look of *Untouchables*'s level one but that's misleading; this is a brand new and quite sophisticated game-style. The way Meegan and Co. have set up kill zones on each level, with two or three Arabs covering passageways, has been thoughtfully done. Very often a direct route to a nearby Stinger crate is fatal until you've disposed of an Arab via a long trek around the level (encountering other kill zones in the process). The unlikely combination of 'arcade puzzle game' springs to mind when pushed to describe *Navy SEALS*!

Gameplay variety might not seem immense, but the way each level tests a different area of player tactics/skills is admirable. Level two sees lifts coming into play, level three introduces the crates as elements vital to mission success, level four requires mastering shinning along underneath ledges. As more platforms are brought in more accurate jumping is required, the Arab 'puzzles' expand dramatically in complexity and a rethink of tactics is required with the arrival of increasingly intelligent terrorists.

Alongside the excellent Matthew Cannon sonics (the interlevel map tune is my favourite) are the superlative graphics. The detail in level one is phenomenal and ranks among the best seen on the C64 yet, level two is graphically sparse but moody. The tunnels lead into barracks and the whole transition from one palette to another is expertly done, notably on the last level. Military installations aren't that original, but they vary significantly and establish a terrific atmosphere.

On the subject of presentation I can't enthuse enough. The cartridge is put to full use with presentation screens galore, while instantaneous loading makes for superb momentum. It gives a real coin-op feel and shows what cartridges really can do.

team to take on Arab terrorists might seem a bit quaint. Surely there's a spare aircraft carrier to throw around! But these are no ordinary troops, these are Navy SEALs — SEa Air Land commandos — the cream of the US military. One of their helicopters has been shot down and the crew captured by Arab fanatics. Under torture the co-pilot has died, only the pilot remains alive. Then there's a consignment of Stinger ground-to-air missiles which has gone missing. Perfectly capable of bringing down an airliner, the missiles must be found and destroyed. Then the SEALs must escape through the war-torn streets of Beirut.

The first part of the operation, mission one, is divided up into five distinct levels. These are all presented side-on, with multi-directional scrolling and plenty of platforms to leap between, and dangle from! You start off armed with a pistol, but can get extra weapons such as a machine gun, a grenade launcher and a flamethrower. These are hidden in special crates which can be opened by shooting them. Not very safe! Worse, some crates are vital for jumping up to platforms — once shot they're useless! Tactical thought is vital on mission one, a single bullet will kill you, knocking off one of your five-man squad and sending you back to the start of the level or where you last planted a bomb.

Mission Two is a simplistic sideways scrolling shoot-'em-up, a dash for the rendezvous with a helicopter which will take the SEALs to a waiting submarine. The streets of Beirut are packed with heavily armed Militia. Don't run or you'll end up in more trouble than you can handle, but don't dawdle either — there's a time limit. Just cautiously make your way forward, shoot anyone you see and duck under bullets.



★ Numerous presentation screens make *Navy SEALS* one of the slickest C64 games we've seen.



★ Hawkins hangs from a ledge — plenty of lateral thinking is needed to succeed on Mission One.

Navy SEALs isn't a massive licence, but as with *Untouchables* that's more a bonus than anything else with Ocean giving themselves plenty of time to develop a top-notch game using their superb in-house approach. Unlike more simplistic multi-format releases, the game-style has been tailored for each machine. As with *The Untouchables* it plays very tough, level one taking time to work out. But unlike that game, once you work out the enemy tactics the level becomes a lot easier, so you're not discouraged from coming back. As you progress the terrorists get smarter, ranging from simple left/right/shoot opponents to full blown eight-way firing, fast moving Arabs pursuing the SEALs all around the level. And once you're an experienced commando the promise of seeing yet more superlative interlevel screens, plus the varied levels and simplistic action of mission two will keep you coming back for more.



The Untouchables was probably my favourite C64 game of last year, so I couldn't wait for the latest from John Meegan and Stephen Thomson. It looks like a conventional mix of platforms and gunplay, but after having my first squad wiped out in seconds I realised this was far from the case. Instead *SEALs* forces you to think tactically, each terrorist has to be treated with the utmost respect. As soon as you see a glimpse of their shoes or whatever, their line of fire has to be worked out along with a means of killing them.

You could describe it as almost a puzzle game, and John has certainly put a lot of thought into it, but I prefer to think of it as a *realistic* game. No longer can you absorb enough lead to sink a battleship without slowing down, here just one bullet kills. The sense of being on a covert combat mission in a small team is brilliantly conveyed. The five levels of Mission One are going to keep me occupied for quite some time!

The other brilliant aspect of *SEALs* is the presentation, Stephen Thomson has actually got better. The background graphics are varied, clean and attractive. They're not always spectacular, Beirut isn't that glamorous!, but they look very good and suit the game. Sprites are superbly done, using *Untouchables*-style overlays to pack in the detail. But where Stephen really gets to shine is on the presentation screens. The *SEALs* logo is one of the best things I've seen on the C64, while numerous and varied interlevel screens are absolutely superb. This makes for a brilliant atmosphere which could only really be done on cartridge with the vital instant access. For anyone tired of the silliness of most shoot-'em-ups, this brilliantly realistic and atmospheric game is the one to get.



Amiga update

John Meegan will be making his Amiga debut with *SEALs* around February time.

PRESENTATION 96%
Unbelievable loading screen — the gorgeous SEALs logo — numerous and excellent interlevel screens, music/FX option and three continue-plays.

GRAPHICS 91%
Super-detailed backgrounds look great, while SEALs and terrorists are superbly animated. Gorgeous inter-level screens.

SOUND 92%
Matthew Cannon provides a first class soundtrack, with great FX and tunelets.

HOOKABILITY 89%
Starts off tough, but once you start taking your time the game opens up brilliantly, ensnaring you completely.

LASTABILITY 93%
A formidable challenge, mixing arcade action and puzzles to keep you playing for ages.

OVERALL 92%

A superbly atmospheric and realistic mix of arcade action and tactics.

ZZAP!TEST!

• Mindscape, C64 £9.99 cassette, £14.99 disk; Amiga £24.99



★ Driving round one of the banked bends: you're in the lime green car. (C64)

DAYS OF THUNDER



You'll have days of boredom playing the Amiga version. As with *Indy 500*, driving round an oval track soon gets tedious. Unlike that game, though, there's very little challenge to keep you playing. Robin got through to the last race in a few hours, only to be disqualified by a parade lap glitch.

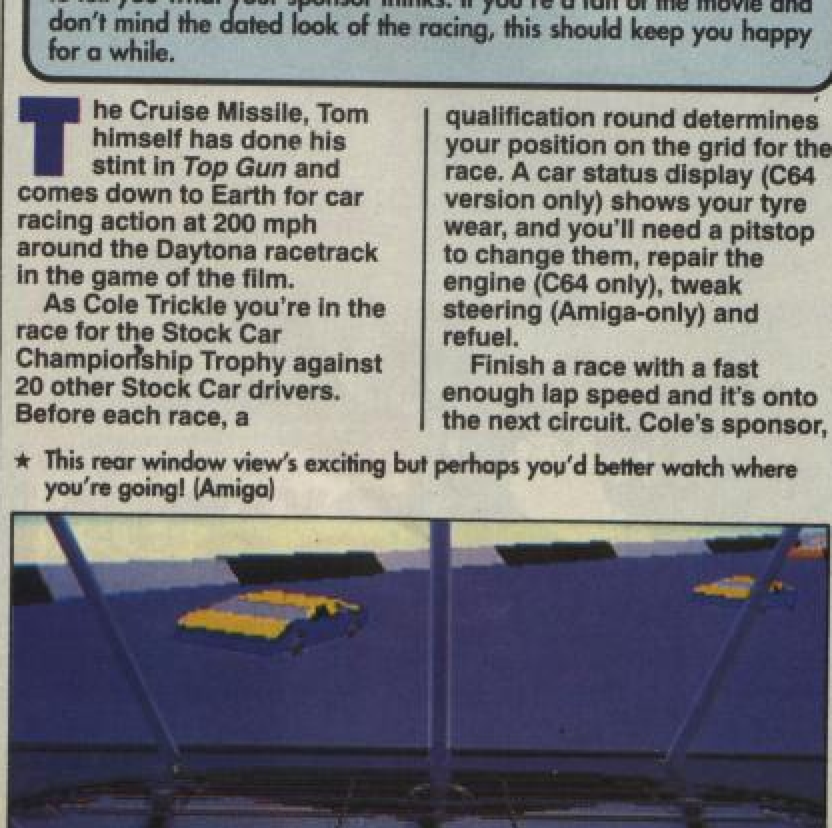
The C64 game is a bit more interesting. I especially like the start-up and crash scenes, which flick to a speedy side-on view to show a different perspective. As with the Amiga game six looped tracks offer little variety, but the game is fast and plays all right. Presentation is good generally, with telegrams between races to tell you what your sponsor thinks. If you're a fan of the movie and don't mind the dated look of the racing, this should keep you happy for a while.

The Cruise Missile, Tom himself has done his stint in *Top Gun* and comes down to Earth for car racing action at 200 mph around the Daytona racetrack in the game of the film.

As Cole Trickle you're in the race for the Stock Car Championship Trophy against 20 other Stock Car drivers. Before each race, a qualification round determines your position on the grid for the race. A car status display (C64 version only) shows your tyre wear, and you'll need a pitstop to change them, repair the engine (C64 only), tweak steering (Amiga-only) and refuel.

Finish a race with a fast enough lap speed and it's onto the next circuit. Cole's sponsor, Harry Hogge, sends through telegrams judging your performance throughout the Championship. The Amiga version has external viewpoints including Sky Cam and trackside views along with options to define the number of cars (from 5 to 20) and laps (a minimum of 10), parade lap length and level of detail. A Player vs Player modem facility is also offered. For the race itself, the Amiga version has a first-person perspective while the C64 version has a third-person, behind-the-car viewpoint.

★ This rear window view's exciting but perhaps you'd better watch where you're going! (Amiga)





Nope, I don't know what went wrong but all the thrills and spills of 200 mph Stock Car racing have been reduced to 20 mph or so in the Amiga *Days*. With a totally unconvincing illusion of speed and barely adequate 3-D car shapes, it just fails miserably to capture anything like the pace of the real thing — the graphical detail level option adding nothing to speed it up. *Hard Drivin'*'s got the realism, the convincing 3-D effect and speed to beat this. With a very weak Dave Whittaker soundtrack, as well, *Days* just doesn't get off the starting grid.

With the C64 version being a conversion of the Nintendo game at least playability is assured. Unfortunately it's all far too simple and limited in execution with pit stops being the only thing to offer scope for tactics. The cars lack much in the way of intelligence (or maybe their go-for-you tactics are meant to very quickly frustrate the player), there's little in the way of backdrop variety and the speed effect doesn't match the car speed at all. Pleasing gameplay and nice start-up presentation plus attractive crash scenes isn't enough to keep you hooked.

amiga

PRESENTATION 51%
Attract mode on the title screen, several game-specific and modem play options but mediocre presentation screens otherwise.

GRAPHICS 45%
Blocky cars accompanied by totally unconvincing road effect and snail-like pace, track views are mostly unnecessary.

SOUND 33%
A few dulled and dated tunes accompanied by limited, but meaty crash effects and engine tone.

HOOKABILITY 40%
A car that drives like a tank (and looks as if it's driving along as fast as one) is not a good sign...

LASTABILITY 37%
...and it doesn't get any better with a slow pace, five depressingly similar circuits and no reward for success.

OVERALL 36%

Unconvincing speed effect and far too repetitive to capture the thrills of spills of stock car racing.

C64

PRESENTATION 62%
Race-start sequence, sponsor messages, several play options.

GRAPHICS 55%
Limited colour scheme, nondescript cars.

SOUND 52%
Adequate title tune, typical engine FX.

HOOKABILITY 61%
Simple driving action is fairly playable...

LASTABILITY 43%
...but very repetitive with very similar oval tracks.

OVERALL 52%

Slightly better than the Amiga version, but hardly the hottest thing on four wheels.

SPECTACULAR MEGATAPE 13 instructions!

VELNOR'S LAIR
● (Atlantis)

The Black Wizard Velnor has gone into hiding in the Goblin Labyrinth of Mount Elk. The reason is now plainly clear. After centuries of searching he has finally discovered the ancient tomb of Grako and is now about to realise his ghastly ambition, to become a true demon on earth! Time is too short to mass an army against Velnor. There is only one hope for mankind; that one brave adventurer may be able to penetrate Velnor's defences, defeating his guards, avoiding the traps and surprising Velnor before the metamorphosis is complete. You are that chosen person, but beware, not only does Velnor employ the most ghastly of creatures as guards, he is also a master of illusion.

In this Dungeons & Dragons-style adventure, you may be a Warrior, Wizard or Priest. As a Warrior, you are best suited to battle, but how will you cope with the fiendish spells of Velnor? As a Wizard your spells are devastating, but beware, your magic is limited and armed combat doesn't come easy! As a Priest you may protect yourself with the divine powers and you have no fear of the undead, but how will you handle the ghastly Trolls?

The adventure will require ingenuity and careful planning. Combat takes the form of Dungeons & Dragons-style scenarios where instant death is rare, but beware, wounds are cumulative and strategy is of the utmost importance.

CHARACTER CLASSES

The three classes of character are as follows:

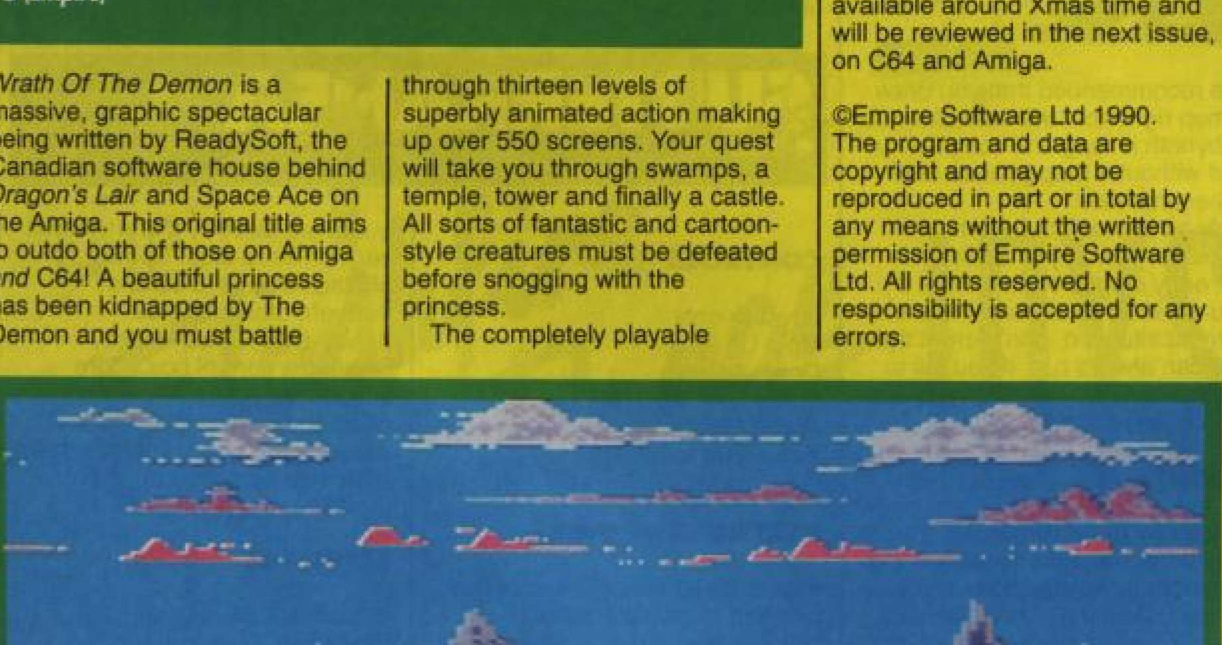
WARRIOR
The Warrior is the best suited to physical combat, he is the hardest to hit, can take the greatest punishment before being killed and does much greater damage to his foes in combat. He has no spell casting ability but, like the Wizard and the Priest, he can use all the magic items found during the adventure.

WIZARD
The Wizard is poorly suited to

WRATH OF THE DEMON — PLAYABLE DEMO
● (Empire)

Wrath Of The Demon is a massive, graphic spectacular being written by ReadySoft, the Canadian software house behind *Dragon's Lair* and Space Ace on the Amiga. This original title aims to outdo both of those on Amiga *and* C64! A beautiful princess has been kidnapped by The Demon and you must battle through thirteen levels of superbly animated action making up over 550 screens. Your quest will take you through swamps, a temple, tower and finally a castle. All sorts of fantastic and cartoon-style creatures must be defeated before snogging with the princess.

The completely playable Megatape level has you on horseback, leaping over numerous obstacles, picking up potion bottles and punching bat-like creatures. Besides terrific animation on the horse, you can admire the *ten* layers of parallax scrolling in the background. This massive game should be available around Xmas time and will be reviewed in the next issue, on C64 and Amiga.



physical combat, he is an easy target, taking only minimal punishment before being killed. However, his powerful magic compensates for his lack of physical strength. The Wizard begins with a spell strength of 10 and each spell cast drains this strength by a number shown in brackets alongside each spell.
Polymorph (1) This spell can polymorph any non-magical living creature, and all that it carries, into a harmless frog. The success rate is normally 50% and is usually used during combat.
Fire Ball (5) this spell has effect over the whole of the location and will automatically kill all creatures without magical protection within that location. For obvious reasons, this spell must be used from a distance (ie outside of an inhabited cave). It cannot be used during combat.
Teleport (3) This spell will teleport you and all that you are carrying, from any location to the cave entrance. It can be used during combat and hence is a life saver.

PRIEST

The Priest's abilities in combat lie between that of the Wizard and the Warrior. He has a selection of spells which are mainly defensive. Like the Wizard, the number of spells he can cast are limited. he begins with a spell strength of 10 and each spell used reduces his strength by a number shown in brackets alongside each spell.
Shield (3) This spell decreases your vulnerability to injury during combat. It works by giving the Priest better odds during combat, no physical device is created. The spell makes the Priest as hard to hit as the Warrior; it can only be used once.
Heal (4) This spell totally heals all of the Priest's injuries.
Dispel Undead (3) This spell will totally and irrevocably dispel any undead creature from earth to its Plane of Origin.

COMMANDS

Most commands are entered as two words, a verb followed by a noun. There are however, a few exceptions which are entered as single words:
Moving. Directions of movement are given by a single word which can be abbreviated to a single letter, eg Down or D, North or N, etc.
Inventory. This lists all of the items which you are carrying and can be abbreviated to INV.
Spells. Enter name of spell to be cast, eg Fire Ball.
Fight. This indicates that you wish to enter into or continue physical combat, it can be abbreviated to F.
Save. this allows the game to be saved for playing at a later date.
Apart from these exceptions, all commands are entered Verb then Noun, eg Light Torch, Extinguish Torch, Feed Lion, etc. Other important commands are: Use, Take, Drop, Search, Examine. There are, of course, many other Verbs which the computer understands, but listing them would spoil the game.

COMBAT

Combat takes place in rounds where each creature involved is allowed one action. the action of Hostile Creatures will generally be to attack you. You have the option of:
1. Continuing to fight (command Fight or F).
2. Running away. Enter the direction in which you wish to move. Often there won't be enough room to escape but keep trying.
3. Spell casting, only if you are a spell-user, of course. The command is the spell name.
4. Any normal action: Take, Drop, Use, Examine, etc.

STATE OF HEALTH

During combat you are informed about the severity of your injuries after each hit you sustain. Comments range from slightly injured to critically injured. Your condition is also indicated by the Border Colour. When uninjured the Border is white. As injuries are sustained the Border changes colour, passing through the spectrum to black. When black, you are dead, so watch the Border!

HELPFUL HINTS

It is recommended that you draw a map right from the start: the Labyrinth is long and complex and without a map you are sure to become lost.
Only go into combat when necessary and try to avoid it in the early stages of the game. If you do accidentally enter into a combat situation, don't forget that you can always run. If you fail to escape at your first attempt, keep trying. **Good Luck!**

CREDITS

Written by Derek Brewster.





NARC — PLAYABLE DEMO

● (Ocean)

NARC is Ocean's top shoot-'em-up this Xmas, an all-out gore-fest set in the drug-infested ghettoes of America. DEA officers Max Force and Hit Man have tooled up with their favourite weapons — heavy machine guns and rocket launchers! — to take on the KRAK drug syndicate. A seemingly endless number of villains are soon attacking, and being literally blown to pieces! Use the rocket launcher to see arms and legs go flying!

This excellent conversion by The Sales Curve is reviewed on page 11 (86% C64, 84% Amiga), but you can have a taste of the action for yourself with this brilliant demo! Completely playable, the demo allows you to fight through the first part of level one (and a sub-level!) before time runs out. One or two players can take part in the blood-letting; hold down fire for the rocket launcher or — for extra points — make an arrest by touching a villain for a few seconds. Shot villains often leave useful items such as ammunition, rocket launchers, cash and drugs which can be used or confiscated.

SUBTERRANEA

● (Hewson)

CONTROLS

Joystick only
Up = Up
Down = Down
Left = Left
Right = Right
Fire = Fire lasers

PLAYING THE GAME

Five ships at your disposal must be used to infiltrate sixteen caverns of increasing difficulty. At the end of each cavern is a guardian. Destroy it and you will earn an extra ship. Some obstacles have to be shot through, others can be deactivated temporarily by blasting a control box. More difficult caverns may contain dead ends which can only be passed safely by using the shield (obtained by shooting an E symbol).

SCORING

20 points for every alien destroyed. 20 points for destroying one section of a barrier.

CREDITS

Written and designed by Hugh Binns.
Sound FX and Music by Jonathan Dunn.
Produced by Paul Chamberlain.



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RRAP

And now, the end is near... Yes, it's almost the end of 1990 and what an eventful year it's been, what with the Gulf Crisis, German Reunification, and Phil shaving off his moustache! Whatever surprises will 1991 hold? Well, I've been in touch with the spirit world (in the drinks cabinet — Ed) and I can exclusively predict some of next year's major events:

- **★ Mrs Thatcher retires to a cottage outside Brussels.**
- **★ John Cleese becomes Prime Minister.**
- **★ Nicholas Ridley buys a Volkswagen.**
- **★ George Bush becomes a Muslim.**
- **★ Saddam Hussein wins the Nobel peace prize.**
- **★ Mary Whitehouse appears nude with a snake on page 3 of the Financial Times.**
- **★ Thalamus's *Q8* is finally released and *Sharla* found (Aw come on, now I know you're joking! — Ed).**

FLYING PIGS

Dear ZZAP!
My mate and I were talking about computer flight sims and *F-29*. He says there is no such thing as an F-29; also that there is no such thing as a MiG-28.

Also, while I am about it, what has happened to *Armalyte* on the Amiga and when will the coin-op *Turtles* come out.

I think that the tips section is great and the mag is a great mag.

Richard Gore, Bourne End, Bucks.

PS. Great Issue 66 Megatape.
PPS. Could we see more W Processors etc.

● Your mate is sort of right. There certainly isn't a MiG-28, although there was one mentioned in the movie* Top Gun *that was really an American F-5. As for the F-29, there's an experimental aircraft called the X-29, ironically based on the F-5 airframe — only with forward-swept wings. This aircraft is the one used in* Retaliator*, but in reality is unlikely ever to see service as an F-29. Bet you think I'm a dead knowledgable aircraft buff? (Thanks Stu and Rob!)

Amiga* Armalyte *is due for release in 1991, although ironically it's unlikely to come out before its sequel!

Home computer versions of* Turtles *are based on the Nintendo cartridge game, not the excellent four-player coin-op which has been in arcades for months. The Nintendo game got 85% in TGM and Robin thinks it's a bit dated. An Amiga conversion has already been written and is available on import, but Mirrorsoft are planning to improve the difficulty level. It also seems the graphics will be improved — ironically Probe's ST conversion is so good its graphics will be ported on to the new Amiga version! The C64 conversion is being done in the States for disk, but the cassette version will be handled in the UK and could miss Xmas.
LM

POKING FUN

Dear Lloyd
After getting ZZAP! 65 I was happy to see another Megatape for the Dutch folks too! After reading through the pages, I found the Rrap section. David Cousins seems to have a LITTLE problem entering these CARTRIDGE pokes. So I have to help! (Does he have the manual?)

First, you have to program the Expert cartridge as usual (with the machine-code monitor). In the monitor, enter N00 (RETURN) and the computer will reset. Now switch the cartridge OFF. Load the game you wanna cheat on. On the title screen, switch the EXPERT ON and hit RESTORE.

Now for example, you have to POKE 4096,15. First you enter ?4096 (RETURN). The result is $1000. And now enter ?15 (RETURN) The result is $000F. Now you're ready to enter the poke! How? Well just enter M1000 1001 (RETURN) (WHERE the 1000 is the number received with '?'). There will be shown on screen:

M.1000 XX (XX can be anything).

Just move your little cursor to the number XX and enter the HEX-value of 15 (that was 000F, remember?). Just enter 0F over the XX and press RETURN. Now restart with R (RETURN). Next time read the manual!

Jan Albartus, Groningen, Holland

● Er, thanks Jan... I think! By the way, Robin says thanks for the demo you sent.
LM

THE KEYS TO SUCCESS?

Dear Lloyd
As a Commodore 64 owner for six years, I greatly look forward to the development of cartridge games for the 64. With a possible 512K, and the abolition of the multiload, the possibilities for in-depth games are very exciting. If the cartridge takes off, the 64

CONSOLE ME! — C64 & C128 CARTRIDGES

Dear Lloyd
I am writing to say how I am disappointed about hearing about the Commodore GS Console. First, I think your mag's out of this world! Second, keep them covertapes coming!

Now onto the GS. The reason why it disappoints me is that I read somewhere that *SCI (Chase HQ II)* is going to be released on the GS only. Please could you tell me if this is true or not?

Matt Thomas, Telford, Shropshire.

● Stop worrying, Matt! Quite a few other readers have written in with the same query. As explained in Issue 66's C64GS feature, ALL GS cartridges are FULLY COMPATIBLE with ALL C64s and C128s — have a look at the rear end of your machine and you'll find a cartridge port. So you will be able to play SCI on your C64 after all! Just turn the machine off, insert cart and turn on for the action to begin. For C128s the screen will be black when you turn on but that's okay — press reset and everything will work perfectly.
LM

ZZAP! RRAP!

market will no doubt be strong for many years to come.

I do have one reservation though; the lack of a keyboard on the new C64GS console. This means the games developed for the cartridge will be restricted to the use of the joystick, with its one fire button. Many games require the use of the joystick and a couple of keys for such features as turboboost, magic and firing different weapons. What too of the adventure game? How will complex adventure games which are now only available on disk be transferred to cartridge, when there will be no keys to type in instructions?

I realise that this lack of keyboard will mostly affect in-depth simulations and that most arcade games on the market now can make do with the use of the joystick, but with a possible 512K there could have been a whole new market opened for the development of simulations and adventures.

Jim, Harrow, Middlesex.

● ***An interesting point, Jim, which programmer Manfred Trenz (see this month's interview!) certainly agrees with. However there is an additional fire button and since most adventures nowadays use icon-interfaces the lack of a keyboard isn't as bad as it first appears. Mindscape, for one, are very optimistic about the system, and their games are about as complex as you can get — especially the massive Ultima series.***
LM

BONE DRY

Dear Lloyd
In Issue 55, Simon Bone (ACE PROGRAMMER) reviewed *Falcon* for the Oric and gave it 100%. Will this game be out on 64 soon?! I would be pleased to pay the £56.99, as this is a fabulous game! Also it says *Carrier Command* and *Starglider* will be coming out from Simon Bone Enterprises. Are these out yet?

Jim Connor, Liverpool.

● ***Bad news I'm afraid, Jim. We haven't heard from Simon Bone Enterprises since. If anyone's got an Oric, we feel sincerely sorry for them! Or maybe not, there are some dastardly rumours that the screenshots of Oric* Falcon *were faked!!!***
LM

POSTER POSER

Dear Lloyd
We in the (admittedly strange but certainly not satanic) film planning department would like to know why the poster is Issue 67 was not given the centre spread. To make amends does Stu intend to give away a free role of sellotape and scalpel with a future Issue of ZZAP!? I think that our readers should know.
Yours reverently
Robb the Rev Hamilton

PS. Several issues ago there was indirect reference to Robin being dead (the grave stone bearing Robin's name). If he is dead why isn't he in hell with the film planning dept? Whoops!!
PPS. It has come to my attention that in Issue 68, the Satanic Film Planning Dept was blamed for a mistake which was not of their creation. We only create zombies.

● ***Ed tells me that Issue 68 had not one but two posters — one of the top half of Atomic Robokid, the other of the bottom! (You're fired — Ed)***
LM

ELVIS LIVES (IN SPIRIT)!

Dear Lloyd
This is Elvis here. Yes, The King, Elvis Presley. I was wondering why don't you release a game on me man, and bring it out on the C64 computer that I have in heaven. Here is a bit of my song 'Hound Dog' because I'm getting a bit better. So here I go, 'You ain't nothing but a Hound Dog, crying all the time.'

Elvis Presley, Grave No 234, Heaven

● ***Aw thanks for contacting me, Elvis. By the way, when are you going to make a comeback? (Are you sure about this one, Lloyd? — Ed)***
LM

GS IS BEST

Dear Mr Grassman
Being a close relative of TIKI (the Kiwi, come SWAT officer) KIWI from the Zealand story, I know a thing or 46 and a half about video games so I have (almost) decided to buy a pant-wettingly good C64GS. As far as I can see, although it doesn't look as good as an Amstrad GX4000, it already has a couple of games out for it, much more software pledged than the GX4000 and much better sonic capabilities (cor, I's usin' big wurdies). And the 100 pounds worth of games, free, are pure class and great VFM. But now down to 'The real Biz!.'

1. Will *Iron Man*, *Nightbreed*, *Golden Axe*, *Final Fight*, *NARC* and *Monty Python* be released on carts?
2. Will *WWF Superstars* be released on the C64?
3. Hi to my brother Ryan ('the Hitman'!) Shipman.
Ah well, got to go now but one last question before I do and make Bub and Bob's tea, will American games work on an English Nintendo? (for my mate).
Ta very mooch
Rik (the psycho Japanese platform game character) Shipman

PS. RAZE IS GREAT.

1. With the exception of the unreleased* Final Fight, *all the games you mention are already available on tape and disk, or imminent on that format. It's unlikely they'll appear on cart, except possibly on some future compilation.
2. We haven't heard of anything. Robin says it's a mediocre coin-op anyway.
3. Hi!
You can tell your mate that American Nintendo games won't work on the UK system. Tell him he'd have been better off getting a GS. But of course if you already own a C64, there's no point in getting the technically

HARD OR FLOPPY?

Dear Lloyd
Please could you help me as I am totally desperate for an answer. Could you please tell me what kind of disk the 1541 and Oceanic 118N, for the C64, take? Whether it's floppy, 5 1/4" or hard, 3 1/2"?

I am on the lookout for a disk drive to upgrade my C64. However, Mr Disk, a computer software and hardware shop in Birmingham, claim they have never heard of the Oceanic 118N.

Also, I am currently in a software mail order club, The Computer Club, and recently wrote off asking them if they know the answer to my questions. They replied that they didn't but told me the disks they sell for the C64 are '3 1/2" floppy disks which are in a hard casing.' Mr Disk, that same shop in Birmingham, tell me there is no such thing as a 3 1/2" disk for the 64.

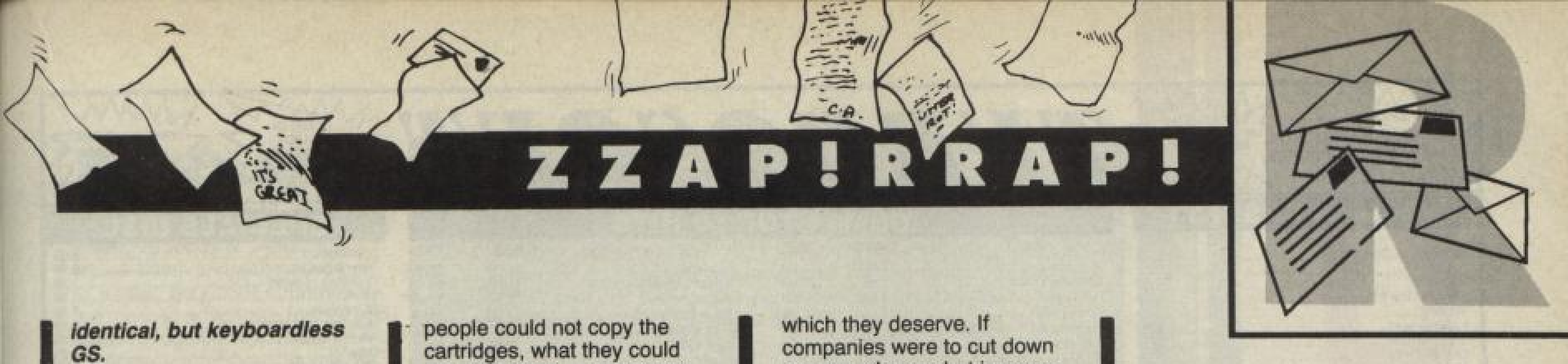
Please could you put me straight on the things I have mentioned and which is the best disk drive and what sort of disk it is compatible with, as you are my last chance.

Richard Marshall, Halesowen, West Midlands

● ***Let's clear one thing up first. All the disks you have described are floppy — although both the 3" and 3 1/2" types are enclosed in a plastic casing. A hard disk is a completely different kettle of fish. Contained in a heavy, sealed unit it has a storage capacity of tens of megabytes which can be accessed must faster than a floppy. It's also usually very expensive (eg about £400 for an Amiga one).***

All C64 disk drives use 5 1/4" disks. You'll probably have trouble getting hold of Oceanic and other unofficial C64-compatible drives now, as Commodore are putting a stop to their sale. The good news is that the official Commodore 1571 drive has had its price cut from £179.99 to £129.99.
LM


STORM
AMIGA
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AMIGA
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"I haven't seen a decent shoot-em-up for ages (in fact Silkworm was probably the last). Now this looks set to end with a product from the very same Silkworm programmers that could challenge the mighty R-Type itself!"
(Zero Sep. 1990)
THE SALES CURVE
50 LOMBARD ROAD
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identical, but keyboardless GS.
LM

PIRACY PROBLEM

Dear Lloyd
Piracy has been debated in almost every computer magazine in the past and time has shown that it is not going away. The pirates blame the companies for harshly pricing their software and the companies blame the pirates for this high cost in their products. Stalemate.

To any pirates reading this letter, I can give only the following advice:

1. True, many games are expensive, there's no doubt about it. Some are worth it though. I purchased Anco's *Player Manager* (my favourite all-time game) when it was first released and, even now, hardly an evening goes by when I do not play this remarkable piece of programming brilliance!

2. If we think modern games are expensive, just take a brief look at the market in the past. Less then a decade ago I (and no doubt many others) owned an Atari 2600 games console. At the time I thought it was brill, by modern standards its pathetic! Big, blocky graphics, bad sound and simple playability plagued most games which often sold for as much as £35 each! As people could not copy the cartridges, what they could not afford they went without. There were no magazines (save for a few American imports) so only a brief look in a shop was what we received and if the game was rubbish, tough, we were stuck with it!

3. Shops and mail order companies often discount their stock to sell it all off ready for new deliveries, while others launch sales regularly.

If even this is too much for some pirates, they should look at the many Public Domain libraries which place advertisements in most magazines. As PD stuff can be legally copied and distributed, very little little cost is involved and some of the PD titles (eg the 'Puggs In Space' demo) are truly amazing.

I will never become a pirate, even though buying a game takes weeks of saving. This is very satisfying, though, when we save up for a game and finally buy it. We are even more cautious about buying only worthy games. Pirates don't realise this though — to them, a new game is just another filled disk to show off to their friends until finally, they have so many cracked games that the majority are left collecting dust.

Finally, one more point. I believe the fault lies with not just the pirates but the companies who produce the games. They often spend huge amounts of cash on hype and advertisements when this is not necessary, especially when some of the products are naff anyway. Some companies design so many games that many do not receive the time and attention which they deserve. If companies were to cut down on new releases but improve the quality of the games they do produce, I think this would help to reduce piracy. All the money they save in this way could then be used in funding developments for improved anti-piracy devices.

To conclude then, everybody can help reducing piracy, even if it's just saying no when our friends want to borrow the latest titles.
Stuart N Hardy, Wales, Sheffield

● *You're right, of course, Stuart. There really is no excuse for piracy. It is quite simply theft. It deprives software houses of vital income needed to develop new, original products. The move toward cartridges is in large part a response to piracy, which will put up the price for some games which could have worked on cassette. There will, of course, be many brilliant games designed for cartridge and these should invigorate the entire C64 market. But if people ignore cartridges because they're so used to pirating games, and cartridges actually flop then there could be serious repercussions for the entire market. The C64 could be badly damaged.*

In Japan of course there's no piracy, everyone buys cartridges and the industry is incredibly rich and successful. This is what the UK industry needs to become. As for software houses releasing too many games, this is probably right on the Amiga but the C64 suffers from too few. In the latter case developers too often let the C64 version lag — the Commodore is a difficult machine to program. As for advertising: this supports magazines like ZZAP!, dramatically reducing the price of the mag which would otherwise be much higher, and can undoubtedly create a 'must-have' atmosphere about games. Companies wouldn't spend money on ads unless they thought it was making them more money than it cost. If sometimes the games don't live up to the hype, it's our purpose to reveal that fact.
LM

NINJA REHASH

Dear Lloyd
I recently purchased System 3's *Last Ninja Remix*. I was disgusted with it. All it is is *Last Ninja 2* with different music. There is no 'Remix' of *Last Ninja 1*. I would advise not to bother buying it. The music is good at first, and then it peeves you off. So for anyone who's thinking of getting *Ninja Remix*, DON'T.
Kendo Warrior, Hull

● *To be honest we were initially rather misled by the ads too, and certainly expected more than* **Ninja II** *with a new intro and status panel. It all really comes down to the meaning of 'based on... Last Ninja I and II' as well as 'Remix'. It's vague in the extreme, although I suppose since* **Ninja II** *was based on* **Ninja I** *there might be some weird logic to it. As for the 'Remix', apparently some of the in-game graphics have been tweaked and there is new music. Nevertheless I do think they should have clearly stated what the game was in the ads. At least the packaging clearly states the game is based on* **Ninja II.**

SOLLY SID

Gud moaning Lloyd,
It is I? Writing from gay Paris. Dis litter is abit de wild, de univice and worthang bit it is also abit Rani. It wis dis moaning, abit 6am I was inspacting die aria win I cim ipan Rani ivin a bit o' inky pinky' wit Machille. 'e wer' pliyin wit a Katchon itansol. I epproched 'im ind he sid, 'You stupid man. What does it look like I'm doing. I am trying to help her stick the fruit properly in the bowl.'

I wis shacked. Niver before had I haed sich valger linguige frim a fillow franchman. I wis desgraced by Rani. I'ad a gid mand to spink 'im bit I did nitt. It is a sid late ti be a pilicemon. Iviry parson is a twot. Dey do nit now hiw ti spak priper franch. Dey ire all stipid.

I am cimin' to Lindon in a few diys ti ploy on de orcades. I am ginna ploy G-Lic, SCI. CHOSE HQ, PIWER DRAFT, HURD DROVIN, APARITION WILF and many, many mire games. I'ip dat yi woll be able to jine me.
Anonymous, Gay Paris, France

● *Ah nee, et's cotching! (I thought I said you were fired! — Ed)*
LM

★ **Well that's about it for the New Year Rrap. Before I go, I must thank everyone who sent Xmas cards. Now everyone, I've got a New Year's resolution for you: just keep sending in those letters, short and long, serious and funny, to *Newsfield, Lloyd Mangram, ZZAP! Rrap, Ludlow, Shropshire SY8 1JW.***

But please don't send me enquiries accompanied by SAEs — much as I'd love to, I'm simply too busy (grovelling to Ed to keep my job!) to send personal replies to everyone. If you *have* got a burning question to ask, I'll do my level best to answer it in the magazine. Thanks.

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ROBOLINE!

Apparently the latest craze to sweep America is interactive phone lines, an imaginative mix of a radio play-style soundtrack, a simplistic adventure format and voice recognition equipment. Basically you phone the line up and a soundtrack starts unreeling, with actors speaking the parts accompanied by sound FX. Then there's a pause so you can choose what happens next by either pressing the number on your phone, or saying the number. The choice might be (1) shout a warning then approach on foot, (2) fire a warning shot then moving in on foot, (3) approach in your patrol car. The system then selects an audio file to continue the game according to the choice you made. You can even access a score option (energy, points, etc), an inventory of objects carried and 'save' the game. If the latter option is chosen, a code is given which can be reused to restart the game at the point at which you left it.



It's a neat concept which will making its debut with *RoboCop II*, available from 14th December from the Phone Program Company, a new organization which has been set up by Gremlin Graphics. As in the movie and Ocean game, the objective is to destroy the evil drug barons pushing the lethal 'nuke' vials. The number is 0898 345678, but the most important thing is price: 33p per minute cheap rate (6p-8am weekdays and all weekend), 44p at all other times. Apparently over an hour of material has been recorded for the play, but it is possible to complete it in ten minutes. In any case, if you're using your parents phone ask permission first! For the future, three or four more lines are imminent: one based on a TV series, the rest on new movies.

VISION THING

It takes no great insight to recognize the hardware market is as confused now as it ever was in the boom years of the early Eighties. There's a whole host of gleaming new machines competing to establish themselves, from uprated Amstrad computers to the Atari Lynx. Waiting in the wings we have CD-TV, and a new PC-compatible Amstrad machine.

Software houses are obviously hoping for the market to sort itself out so it returns to the old days when all they had to worry about was C64 and Spectrum conversions. Ocean see the lower end becoming mainly cartridge, with CD-ROM at the more expensive end. US Gold see the PC as the coming thing. Rumours of a high spec, £400 Amstrad PC, styled like an Amiga are called upon to support the argument that the PC might finally become a major leisure machine.

In fact the market is likely to remain splintered for a long, long time. The ideal console would probably be a smaller version of the PC Engine, ultra-compact and portable with an optional LCD screen and TV tuner. Anyone who's played *Slimeworld* on the Lynx knows the brilliant potential of multi-player games. Sure, you can link Amigas, but how often are you going to lug your £400 machine and £300 monitor round to a friend's house?

Unfortunately such a machine is probably a decade away. The new range of superconsoles are all fairly big, the PC Engine was doubled in size for the US market. The Sega Megadrive is spearheading the superconsole UK invasion, but small numbers, exorbitant pricing (compared to the US/Japan) and limited, expensive software restricts its appeal. By Xmas 1991 it could be a big threat, but by then the Nintendo Superfamicom might be looming. As might the Atari Panther, the semi-mythical 32-bit superconsole which aims to regain Atari's technical superiority. All three consoles make it likely that Commodore are working on their own new console. The GS is a nice machine compared to both the Master System and Nintendo, with software at half the price and aimed squarely at the European market. It should do well, but the new technology makes a successor likely. Already there are strong rumours of a new machine based on the 6502 chip (used by the C64, Lynx and Super Famicom). Maybe it could be compatible with C64 carts?

But what of the C64. Well its future doesn't look too bad actually. Frankly no-one is going to try and bring out a £160 computer any time soon; only Miles Gordon have tried with their Super Speccy which ended up bankrupting one company. It's a tough business and R&D costs make the £160 barrier a tough one to breach, if people were even interested. New computers such as the Amstrad PC aim at £400 and often end up much costlier.

So for parents wishing to buy junior some reasonably priced entertainment this Xmas, dressed up with some genuine educational value, the C64 is the ideal choice. And it will be next Xmas too. Amigas are fine things, but they're too pricey to break through into most Xmas stockings. Consoles are good too, but the C64GS is one of the best cheap ones and the expensive consoles lack educational value.

In short, don't write off the C64. Even without carts it's in good health. With them it's doing superb. The future is going to be as splintered as now, with Amigas, CD-TVs, Lynxes, Gamegears and especially the C64 grabbing a fair share of the market.

Stuart Wynne

BAD SOFTWARE CONSPIRACY

As the year's hottest selling period commences, news of a fiendish plot to wreck software sales has reached ZZAP!. By all accounts the villains responsible for the supersales of mediocre games are — you! Yep, the Gallup full-price charts have just come in and while seven C64 games are in the top twenty, the top two scored less than 60% in ZZAP! — namely *Shadow Warriors* (57%) and *Back to The Future II* (59%), one is so diabolical it didn't get a mark (*Gazza's Super Soccer*), two are ancient (the dated *RoboCop* and respectable *Emlyn Hughes International Soccer*), one is a compilation (*TNT*) and finally *Turrican*, the one newish and undoubtedly superb game in the charts. As Xmas approaches one hopes the quality games earn the sales to justify investment in more quality releases, rather than well-hyped games earning bigger promotional budgets!



vorsprung durch technik



★ The horizontally-scrolling section of *Turrican II* is looking pretty hot!

★ Where would *Turrican II* be without a Gigeresque level oozing menace? (C64)

● The Gold Medal-winning *Turrican* was one of those increasingly rare things, a completely original game which stormed the charts without a hint of licence. Despite being designed and written on the C64, its massive size and the huge variety of graphics proved stunning even on the Amiga. The maps and solution have run over five issues. Now programmer Manfred Trenz is near to completing the sequel, an incredible spectacular which perfectly illustrates why the C64 is *the* 8-bit games machine. STUART WYNNE spoke to Manfred about his amazing career.

Even by the standards of computer programming, Manfred Trenz's career has been meteoric. His first game won a Sizzler, while his third — *Turrican* — ranks as one of the C64's best ever games. Now 24, he began programming as a hobby in June 1985. Two years later the German magazine '64' ran a graphics competition which Manfred won. Rainbow Arts sent him a letter asking to see some more of his work and then promptly hired him.

'At first I did animation graphics, title screens and so on. Then I started doing some coding: this was quite a surprise to them because they didn't know I could do this! I asked Marc Ullrich [Rainbow Arts boss] if I could do a game and he said go ahead. The game was *Denaris*.

'I started with the scroller because this was the most important thing. When I had this I went to Andreas [Escher] and he did the game design. There were only a few lines of this. Andreas also helped with the graphics, doing 50% of them, while Chris Huelsbeck did the music. It took me seven months to program *Denaris* then I had a vacation, four weeks at home with my parents, because if I spend too long on computers I go crazy!'

More pressure was added by legal difficulties. Originally *Denaris* was called *Katakis*, which got a rave review in Issue 42 (93%). Unfortunately at this point Manfred's dream debut was overshadowed by Activision, who claimed 'the best *R-Type* variant on the 64' actually infringed their *R-Type* licence. One consequence was the hurried replacement of a *Katakis* demo on Issue 42 by *Time Tunnel*! Ironically Manfred himself eventually helped produce the official C64 *R-Type* conversion .

Fortunately *Katakis* was eventually allowed onto the market as *Denaris*, substantially changed on the Amiga but less so on the C64.

In fact, ZZAP! declined to review the new version simply saying it still deserved the original marks. Some changed graphics added 'more originality' so it was still a Sizzler. The *R-Type* conversions are reviewed in this month's Budget section, and it's fair to say *Denaris* remains one of the best horizontally-scrolling shoot-'em-ups, rivalled only by another spectacular debut program: *Armalyte*. Manfred himself enjoyed the Thalamus game for a few days, but then became bored — 'same style, same attack waves all the way through.' With his next game Manfred proved exactly what kind of amazing variety was possible on the C64.

TURRICAN

'I started *Turrican* with everything in my head; there was nothing on paper. After *Denaris* I wanted to do another action game but away from spaceships. So I thought about a jump-and-run game. I started in January '89 with the ideas, then I did some demo graphics, then I did the scroller. This was the most difficult thing to do because it was eight-way and very fast. There were a lot of problems. The first version was full-screen, but when I put some sprites in it didn't work so well. I did a second version, but there were problems with it too. The third version worked, though.'

There was no arguing over the originality of *Turrican*, it won a Gold Medal in Issue 61. Game design, graphics and coding were all by Manfred; only the music was by someone else. His favourite part was coding the aliens and weapons. One novel touch was how the massive monsters usually saved for the end of the level could crop up at any time in *Turrican*.

Such brilliance requires a lot of work. 'I work nine-to-nine at my office in Rainbow Arts. Some people help, but 90% of the ideas are mine. With *Turrican* I wanted to do a game on my own, but with *II* Andreas is helping with the graphics. With some teams there are a lot of disagreements and arguments between people, but teamwork between me and Andreas is very good.'

Deadlines are tighter on the sequel, but at least the scroller is already written. '50% of the coding is from *Turrican I* — the basic stuff, the logic and scroll routines — but the rest has been made quicker, shorter and faster. A few mistakes have been corrected.'

Each level is now packed with even more graphics, there's a parallax scroll on one level and even a superfast horizontally-scrolling shoot-'em-up level. Those massive levels don't take too long to do, though. 'First I do them on paper, then I do some coding, then the aliens, effects and corrections. It takes a week to make sure there were no errors. The most difficult thing is the special monsters.' The most impressive baddie we've seen is undoubtedly the fabulous three-screen-high wing-creature with the grabbing claw. But Manfred claims there's something even bigger at the end of the game, and on one level there's two such huge monsters.

The massive variety of graphics on the levels obviously raises the question of inspiration: 'I have some strange books. I have *Necronomicon I* and *II* from HR Giger [*Alien* designer — Ed]. I also have lots of Japanese games magazines. Books on biological things, plants and animals. And I have lots of crazy ideas myself!'

FUTURE PLANS

For the future, Manfred is as excited as everyone else by Japanese super-consoles and would very much like to do one of his next projects on a console. But first he will be programming games on the Amiga, not forgetting the C64! A cartridge version of *Turrican I* is under consideration, 'It was mentioned some months ago. I haven't heard anything since, but if it goes ahead I'll do it.'

By comparison Manfred hasn't been able to much on Amiga *Turrican II*. 'On the original I did the complete intro, outro and all the graphics. I'm not doing so much on *II* because I want to finish the C64 game this year [1990].'



★ The *Turrican* team: from the left we have project manager Julian Eggebrecht, graphic artist Andreas Escher, Manfred 'Main Man' Trenz, Amiga programmer Holger Schmidt, ST programmer Thomas Engel and musician Chris Huelsbeck.

Sadly Manfred has no plans for a *Turrican III*, and although he won't say *II* pushes the C64 to its absolute limit he's certainly pushed it 'very hard!' But there's more to the game than sheer technical wizardry — ie jokes! 'There's a lot of jokes about walkers because they look so stupid. Andreas and me want to make a lot of jokes about them.'

There's also going to a special end sequence, an intro with speech and, maybe, another Gold Medal. *Turrican II* is undoubtedly the best game we've seen in ages and if it fulfils its potential, comments like 'game of the year' seem inevitable. So keep reading ZZAP! for an imminent review and demo!

★ This massive monster leaps about, causing stalagmites to fall. (C64)



★ *Katakis/Denaris* was an absolutely brilliant debut.



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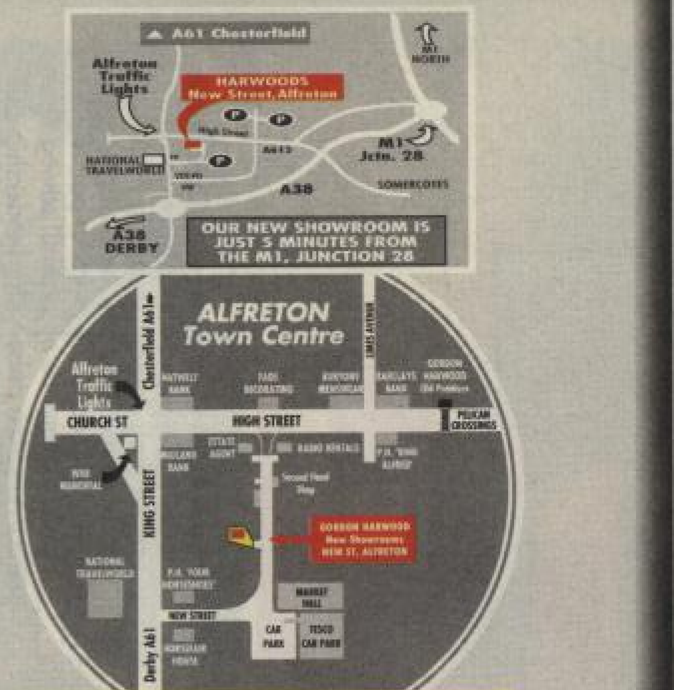
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BUCK ROGERS VOL. 1 — COUNTDOWN TO DOOMSDAY

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The RAM (Russo-American Mercantile) organization is based on Mars. They want to control the Solar System — a natural enough ambition, I suppose. They rule Earth with an iron hand, thus NEO (New Earth Organization) has been formed to counter the tyranny. After Buck Rogers was found and revived from his frozen snooze he joined NEO and helped to remove RAM troops from Earth. However, fear of RAM is still high as they could strike any at time. You join the NEO, one of many new recruits. Buck's task is to form a team, get the hell out into space and put the stellar wind up the dreaded RAM.

Buck Rogers uses an uprated AD&D system although there are many similarities. The swords have been replaced by laser guns, the towns and villages by planets and space stations. You still control a group of six, the menu interface is structured in the same way, even the 'meanwhile' screens appear to have the same artistic 'feel' to them. However, there are many improvements. The complex skill system being the most important.

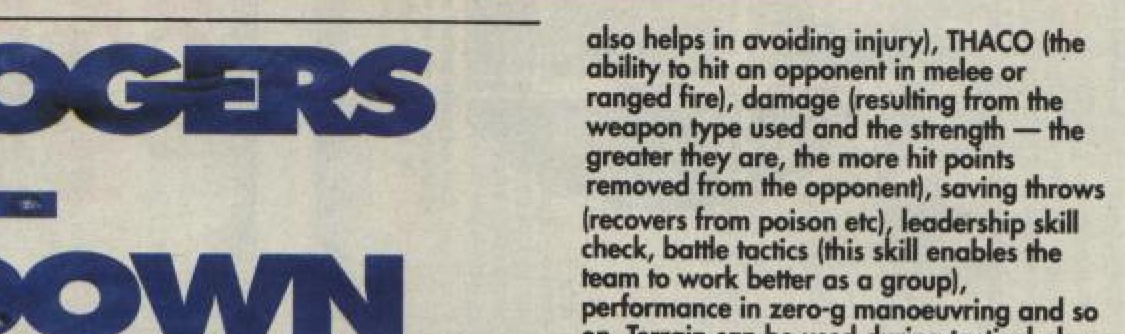
Character attributes contain many of the usual categories: dexterity, strength and so on. However, there is one surprise. 'Tech' measures a character's technical know-how. Experience points measure how much each team member has 'learned' by winning battles, finding money and completing parts of the adventure. Increasing levels via high experience advances a character's career.

Character classes, as in the fantasy genre, may only have certain careers. The available careers are interesting and varied. So, for example, Tinkers (a race bioengineered to work in cramped spaces — clever with tools etc) can only be engineers and medics. However, it is the skill system that provides the core to the game and the qualification for each career, via minimum skill values. Rogues can, for example, bypass security, climb pretty well, convince other characters with a spot of fast-talking, hide in the shadows, move silently, notice things, open locks, and pick pockets. General skills are also included. They are listed as 'extra curricular' in the manual. During character creation and level increases you are able to allocate points to any skill you have. Skills have a direct influence in the game. Leadership skills may attract NPCs into the party during combat sequences, for example.

Many of the menu options are similar in their effects to the AD&D menu system, with modifications such as a bar/restaurant instead of the tavern. There are novel options such as the library to find info (an appropriate skill is required to achieve success). You can re-supply and repair your spaceship. Other notables are jury-rig (used when equipment is damaged), boost-engines (attempting to squeeze extra speed out of the engines) and sensor (to probe enemy ships).

Combat uses the usual raised-side-view — ideal for tactical play — and is divided into 10 'segments'. Each segment includes a detailed array of variables such as each character's initiative number (which determines when that character acts in combat), the type and performance of armour each character wears (dexterity also helps in avoiding injury), THACO (the ability to hit an opponent in melee or ranged fire), damage (resulting from the weapon type used and the strength — the greater they are, the more hit points removed from the opponent), saving throws (recovers from poison etc), leadership skill check, battle tactics (this skill enables the team to work better as a group), performance in zero-g manoeuvring and so on. Terrain can be used during tactical play which aids the tactical realism. Combat in space is also available and includes boarding and salvage as options.

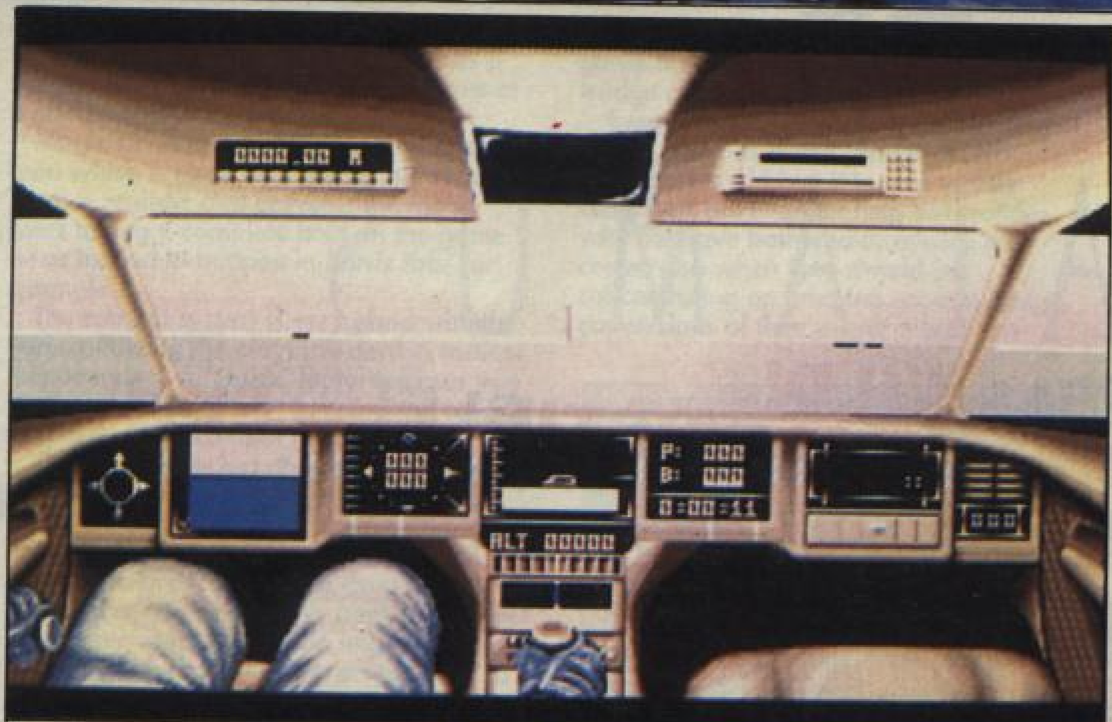
As the RPG genre matures we are slowly seeing it separate into different sub-groups. These should not be directly compared to



each other as they all have different goals. Some RPGs are pure hack'n slash (*Bard's Tale*) while others rely on interaction to succeed (the later *Ultimas*). *Buck Rogers* depends on tactical combat to win the game.

As it is the primary feature, combat is excellent and will be enjoyed by tacticians everywhere. In addition, due to the large amount of detail provided for each character (both in normal play and during combat), the game quickly becomes absorbing and addictive. Your characters appear more as 'individuals' rather than just an assortment of a few re-rolled stats such as charisma and strength. There is no doubt, therefore, that *Buck Rogers* sits firmly as the king of the 'Tactical' RPG castle.

ATMOSPHERE 90%
PUZZLE FACTOR 77%
INTERACTION 76%
LASTABILITY 92%
OVERALL 92%



MEAN STREETS

Access/US Gold, Amiga £24.99

Suicide. That was the verdict anyway. Dr Carl Linsky was found floating, face-down, in the San Francisco Bay. Someone did see him standing on the Golden Gate Bridge — they said Linsky was alone. His daughter, Sylvia, doesn't buy that verdict, though. That's why you're here: Tex Murphy, private eye.

It seems that the Doc, a professor of neuropsychology, had been working on an independent consulting contract. Lately, though, he had been under stress, drinking too much and irritable. Then someone saw his body falling from the Golden Gate Bridge. But why would a man who had a fear of water commit suicide by jumping into the Bay? Then there was the FAX — 'Professor: You were right about these boys. They play for keeps. Watch your step. S.F. '

Sylvia Linsky has offered you £10,000 to find out who murdered her father and why. 10 G's is a lot of money for an advance, an awful lot. 'My gut feeling tells me something is wrong. Maybe I'm just too cynical.'

Presented on six disks, *Mean Streets* is set in 21st Century America. Graphics include rather nice digitised images of actors and actresses as characters in the story. There are 27 digitised and animated characters in *Mean Streets* as well as a variety of touched-up, digitised stills and solid 3-D graphics that make for a very impressive front-end.

As Tex, you can do a number of things. You can fly around California in your Lotus Speeder, flying car (a sort of pseudo-spinner from *Blade Runner*) looking at the 3-D scenery (bridges, solid-filled buildings etc). You can go bounty hunting in the wastelands (where the game shifts to a side-scrolling shoot-'em-up), question/bribe/threaten suspects, check out information via a videophone/fax from your secretary and street informant, search through offices and Labs and, so, either solve the Linsky case or die trying.

A large amount of effort will be used in interviewing characters. You do this by flying your Lotus to their location, either manually or by autopilot after punching a set of co-ordinates into your navigation computer. After which, a pretty backdrop and descriptive text will set the scene. A small, animated, digitised picture appears centre-screen and then you can ask questions. The game presents you with a 'Tell Me About' prompt. You just type in a name or whatever and hope for a response. This section has similarities to *Killed Until Dead* (remember that?) because certain inputs provoke emotional responses from the characters. Their facial expressions change, for example. If questioning doesn't work you can always resort to bribery or violence. Be prepared for a few bumps and bruises, though.

The bounty hunting sequence is available to earn ready cash. After flying to one of these lawless areas the game shifts to a sideways shoot-'em-up about two screens long. This is a fairly simple sequence involving ducking behind crates and barrels to escape the shots of the bad guys. The aim is to walk through the two screens upon which you're given a tidy sum.

Some sequences present you with an empty room to search for clues, objects, money, messages and so on. You must move and open items using text input or you can utilise Access's new Tree Search routine which brings up a menu of items. After selecting an item, you can then select a command for that item (look, get etc).

Mean Streets plays its part in pointing the way forward for computer games of the future. It is not perfect, it is rather slow to begin with and parts of the game are a little repetitive. However, software houses are having to come to terms with the phenomenon of 'Interactive Movies'. It is quite a jump from the standard fare, so it is understandable that Access, like the rest, are finding their feet by trying new techniques, introducing the human element and preparing for the coming of CDTV. As such, *Mean Streets* is an enjoyable game which, unlike other games that rely solely on presentation, offers extended gameplay.

NB: A C64 version is available on disk and should be reviewed soon.



ATMOSPHERE
84%
PUZZLE FACTOR
77%
INTERACTION
85%
LASTABILITY
80%
OVERALL
83%

CURSE OF THE AZURE BONDS

SSI/US Gold, Amiga (1 MEG ONLY!) £29.99

SSI are slowly filling in the holes of their AD&D releases by producing Amiga conversions of their much heralded, but rather aged, *Forgotten Realms* series.

Improved over *Pools of Radiance*, *Curse* introduces two new classes, Paladin and Ranger, high level spells which include 'raise dead' and a greater variety of monsters which mean that, as far as I'm concerned, this was the first AD&D product to appear from SSI — *Pools* being basic D&D, due to its dearth of AD&D features.

Another big change regards the actual plot. Basically, your team awake to find that they have been ambushed, captured and cursed with five magical bonds which can be seen embedded on one chap's arm at the start of the game. The bonds have powers to take control of your characters' actions. Your quest? Get rid of them! The actual storyline is an immense improvement

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over *Pools* which just presented a set of missions for you to complete. *Curse* has a deeper, more involved plot which moves at a good pace.

Magic still has to be learned and scrolls read which is okay with me as this system is more realistic and prevents the magic users taking a complete hold on the game — as tended to happen in *Bards Tale*, for example.

The combat system is very good with the game allowing the player to deal in tactical manoeuvring. A 'Quick' feature allows you to turn a character over to computer control to speed up the combat routine.

Curse is not perfect, though. A feature to enable the combat to finish in seconds would be an attraction to players who have no real interest to combat. Even with the 'Quick' feature, combat can drag on for 30-45 minutes — you have been warned! The parser could have been improved to allow more freedom to interact with NPCs. As it is, you must decide on your general approach to a character, such as 'haughty'. The computer takes it from there. Although much improved over *Pools*, *Curse* is still a game that has fallen victim to the steady trudge of progress.

Even with the enhanced graphics and sound, *Curse* is dated. Amiga AD&D devotees should buy it to add to their collection, but I cannot help but wonder why SSI have bothered to release this conversion when they should be concentrating on bringing prompt Amiga conversions of their newer titles.

ATMOSPHERE
68%
PUZZLE FACTOR
67%
INTERACTION
72%
LASTABILITY
90%
OVERALL
71%

CAPTIVE

Mindscape, Amiga £24.99

You've been imprisoned in a cell, in suspended animation — for two hundred years — for a crime you didn't commit. Then... 'I think it has been two days since I woke up. All I remember is hearing a low hum of machinery and then realising I could feel myself against the cold metal slab. It took me about three hours to pull some of the tubes and stuff out of me and think about getting up. That was a mistake.'

The only way to escape your prison is via the briefcase handily found nearby. Within is a computer, used to control four robots — who happened to respond to your SOS call. Each droid is divided into component parts, enabling a variety of configurations (different types of arms, legs, heads etc). The four droids move around together forming the classic RPG party.

To escape, you must manoeuvre the droids through ten bases holding the fortress prison in orbit. Destroy the power source in each base and find the spacecraft needed to transport the robots to the next base.

The opposition is varied and imaginative. Dinosaur sea monsters, dragons and mechanical tanks must be combatted using the friendly icon interface. Each cluster of icons performs specific actions, eg the movement icons turn you to the left/right, forward/backward, up/down and rotate. Each droid can be moved around in the party, its icon displaying a simplified health and power meter (although more detailed stats displays can be accessed).

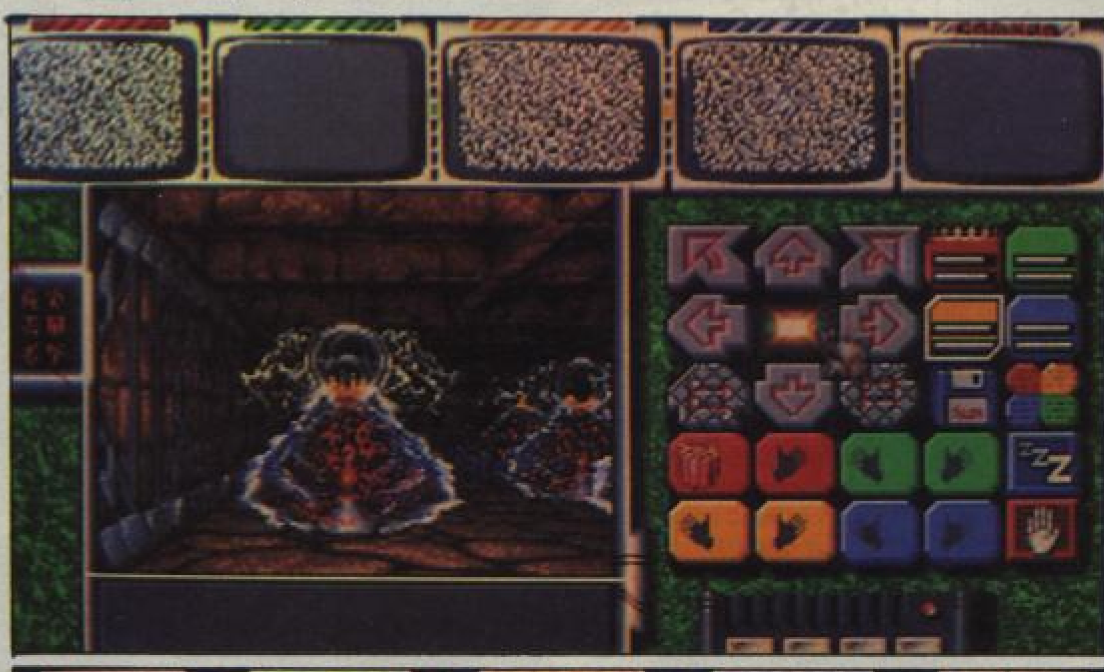
The view window is the largest section on the screen. This screen is the view through the eyes of one of the robots. Incidently, if you look through the eyes of one of the robots with an insectoid head and multi-faceted eyes, you will see a blurred, distorted picture — nice touch.

The view window resembles *Dungeon Master* with its 3-D style. Combat is completed by clicking on a droid's hand. If it is empty he will punch, if he holds a weapon he will fire it. Skills dominate the success of many actions, combat included. So a reasonable proficiency in the weapon you're carrying will be required to inflict serious damage.

Damages lead to injuries. You will need to wander around searching for a shop to repair or replace limbs and buy other items. Above the main view screen are five mini-screens displaying extra info such as seen through remote cameras. *Captive* is a must for *Dungeon Master* fans. As a true RPG it has many of the drawbacks that *Dungeon Master* had (very little interaction, fictional combat etc). However, the gameworld is well designed, the plot and the opponents are imaginative, and the puzzles are challenging with many thrills and spills to keep you on the edge of your chair. Captivating stuff!

SIZZLER

ATMOSPHERE
92%
PUZZLE FACTOR
86%
INTERACTION
80%
LASTABILITY
93%
OVERALL
91%





SUPREMACY

Virgin Mastertronic, Amiga £29.99

Becoming the 'master of the world/universe/multiverse /bridge club' has always been a popular topic of strategy games. The title of Virgin Mastertronic's latest, 'Supremacy', just about says it all, really.

You play the leader of Epsilon. Your system is linked to four star systems, an alien planet lies at the end of each. This is a convenient way of saying that the game has four levels of difficulty via four different opponents. Wotok, Smine, Krart and Rorn all have increasing amounts of intelligence, aggression, etc. Not surprisingly, you must defeat each alien race in turn to become supreme ruler.

However, there is the little matter of survival before wild thoughts of empire building come into focus. You must raise the population, juggle taxes, monitor morale, initiate food, mineral, fuel and energy production and begin building and training your armed forces.

A variety of spaceships will aid the cause, initially. They are divided up into Cargo Cruisers (to ferry supplies from planet to planet), Solar Satellite Generators (providing energy during planetary orbit to the planet below), Battle Cruisers (the offensive hardware that also makes a handy people-carrier due to its large hold capability), Atmosphere Processors (this god-like mechanism formats a lifeless planet for human habitation), Mining Stations (situated on the planet surface producing minerals and fuel) and Horticultural Stations (situated on the planet surface producing food).

Building armed forces, for example, asks you to select the amount of men allocated in one platoon (200 men max per platoon, 24 platoons max in your army) to be taken from the planet's civilian population. Then you select the quality of your men's body armour and weapons. Obviously, the better the equipment the more expensive it is. There are many linked factors in *Supremacy*. For example, drafting men to the army decreases the civilian population and, thus, lowers your tax revenues. However, it also lowers the planet's food intake (soldiers do not eat the planetary food reserves). A case of swings and roundabouts, therefore.

A deficiency of any essential resources (food, energy, etc) results in the lowering of the population due to hardship. Also, disasters can occur. For example, the testing of a new formatting process went wrong on one planet, resulting in a mass slaughter of the planetary population due to nuclear fallout. Other events included the imminent collision of a rampaging comet etc.

Thus, you will find yourself juggling an increasing amount of planets, a larger amount of varying factors and, therefore, more and more problems. The more successful you become, the more difficult the game becomes — and I haven't even mentioned the enemy yet!

Combat is largely an automatic affair, you just sit and watch the events roll in front of you. Attacks on any of your planets had better be met by a resident garrison otherwise you will have lost a planet in a very short time. Even resident garrisons should be monitored and periodically topped-up as they will be whittled away by attrition. The enemy is a devious and cunning opponent, sometimes hitting your home base, venturing behind enemy lines, and concentrating on your weaker forces.

Graphics are excellent with lots of spot animation and sound effects that add to the atmosphere. The manual is also a credit and the interface is easy to use, utilising icons, and contains a useful tutorial.

Supremacy is as good a game as Electronic Art's *Imperium* — for exactly the opposite reasons! It is very easy to get into and play and recommended to beginner and experienced strategists alike. The presentation is glossy and entertaining, the challenge is high and tactical thought is necessary. In fact, any game that can keep me up till five o'clock in the morning has to have something going for it!

PRESENTATION
93%
GRAPHICS
82%
SOUND
80%
HOOKABILITY
95%
LASTABILITY
90%
OVERALL
91%

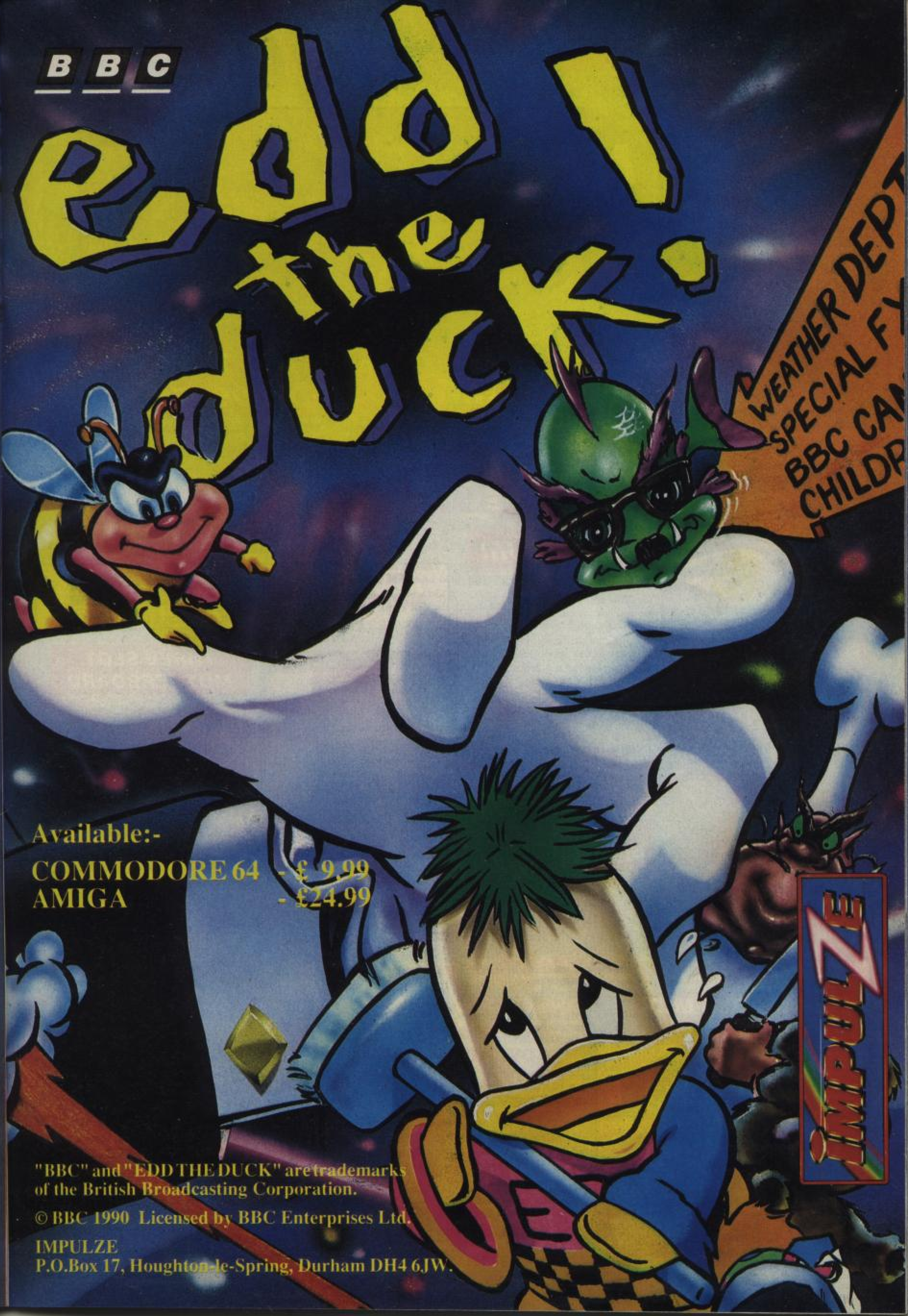
STAR PERFORMERS?

Electronic Arts have restructured the prices of many of their well known adventures and RPGs. Some of them seem to have been reduced pretty quickly, or am I getting old? Relatively recent titles such as *Hound Of Shadow*, *Keef The Thief* and *Swords Of Twilight* have all been reduced to £6.99 on the Amiga. As has the older title — *Bard's Tale II* which is also available for the C64 for the princely sum of £2.99. They represent a good way for beginners to quickly build a mini-collection of software. Watch out for the 'Star Performer' badge stuck on the corner of the box.





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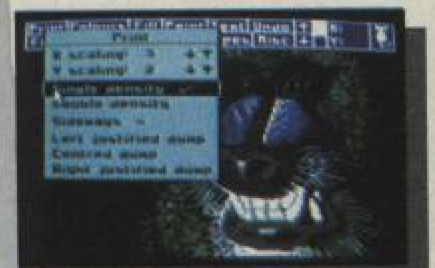


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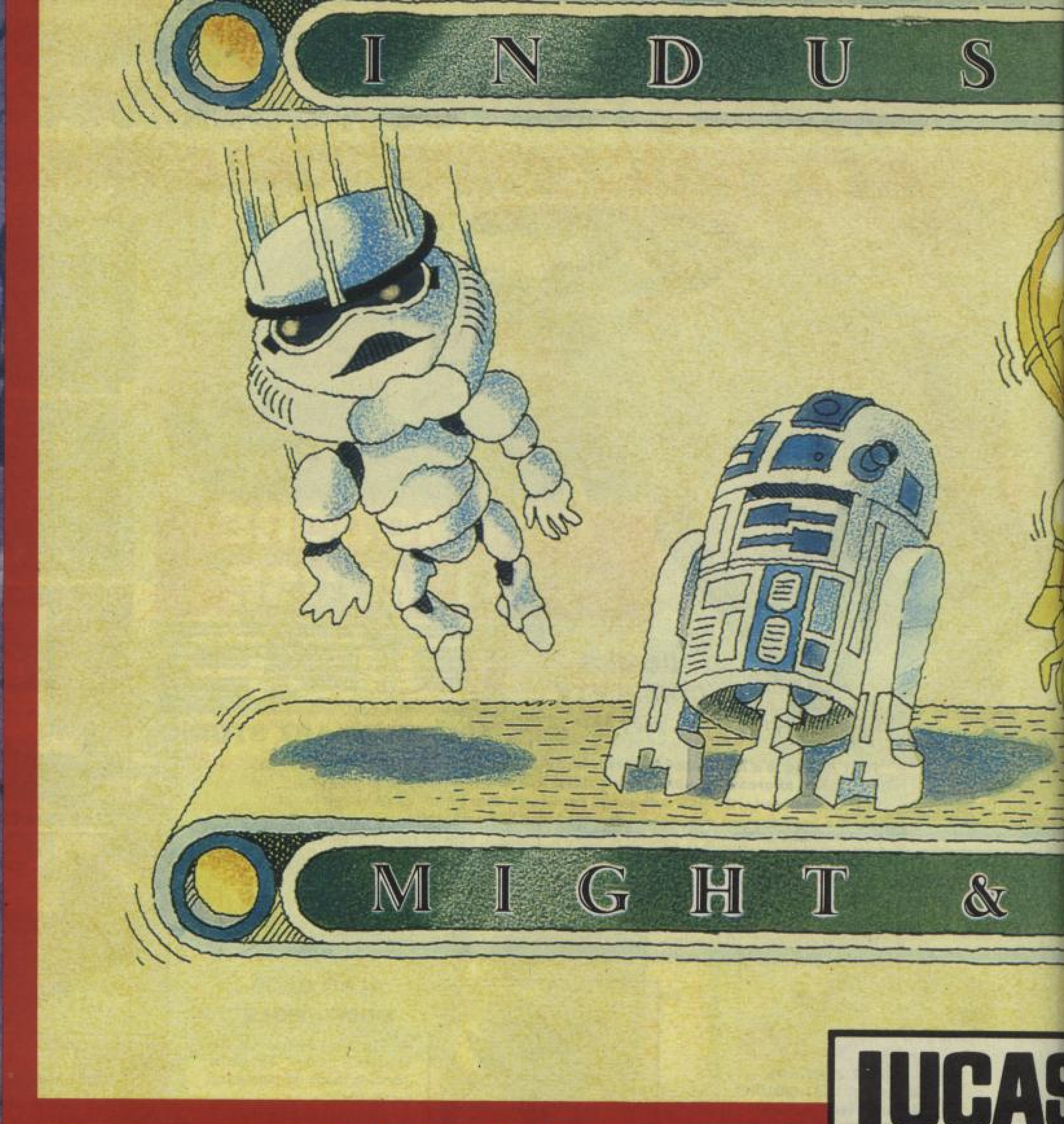
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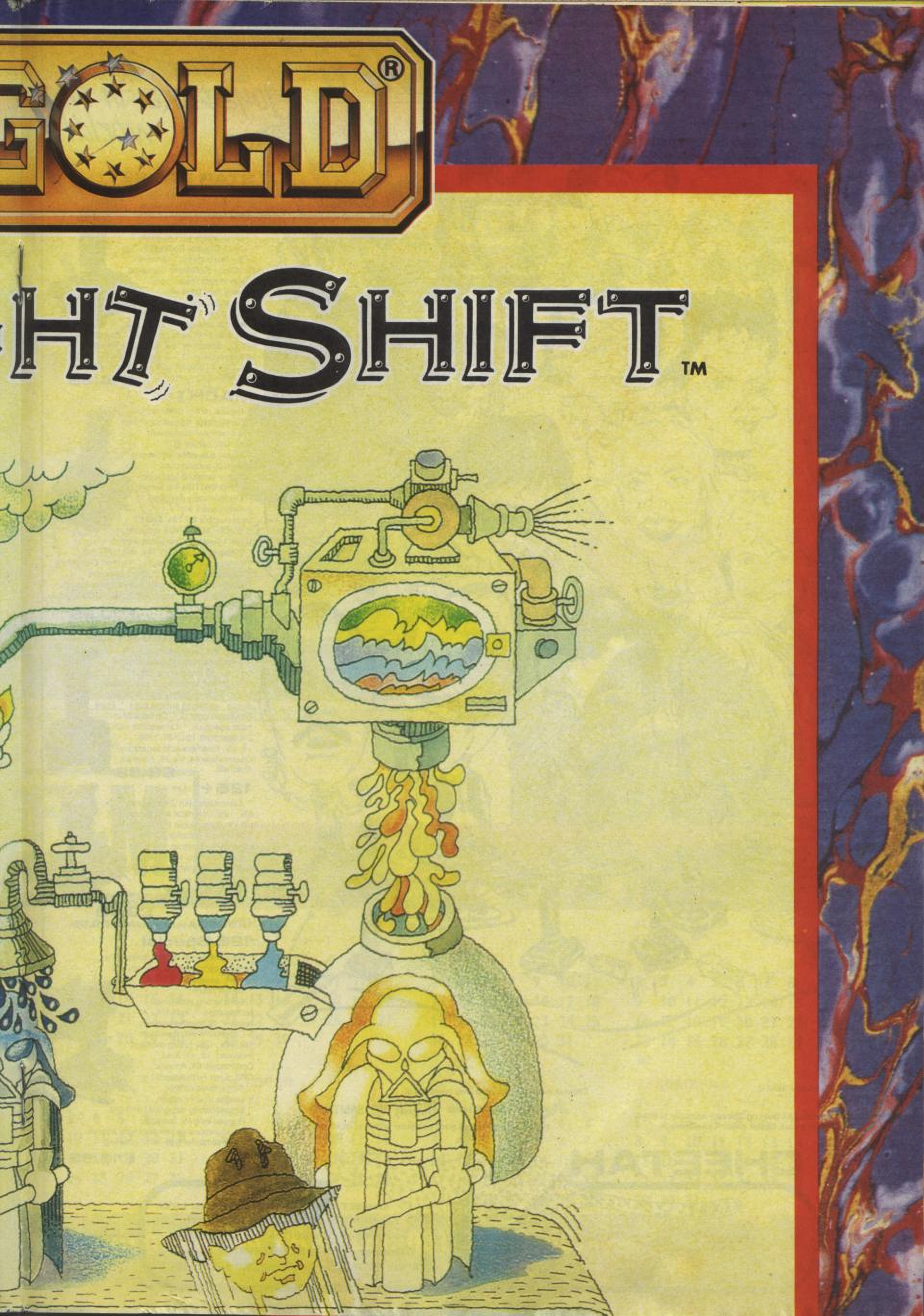
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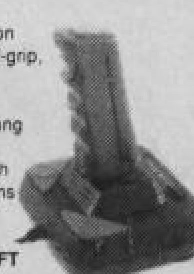
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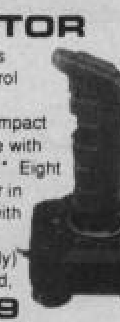
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● By the way, here's what just a few of ZZAP!'s many celebrity readers have to say about their fave mag (ZZAP!, silly!)...

'Nice to read ZZAP!, to read ZZAP! nice!' — Bruce Forsythia
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SILKWORM

● **Mastertronic Plus, C64 £2.99; 16 Blitz Plus, Amiga £7.99 (Rerelease)**



Heavily armed terrorists threaten the world again, so it's up to you (and maybe a friend) to save the day. A unique feature of this operation is that it's both land and air-based, consisting of a jeep and a attack helicopter against massed enemy forces. Many an argument has raged over who has the chopper, but getting far demands close co-operation between players.

In single-player mode you can choose whichever vehicle you want, but the odds are lengthened. Enemy forces such as missile launchers, jets, bouncing helicopters (!), tanks and large end-of-level baddies aren't reduced merely because you can't muster a full attack group! Then there's the mid-level super-copters which are formed out of smaller components before your eyes. Should you destroy this war machine then pods are released, one per player, allowing you to upgrade your vehicle with speed-ups and extra missiles.

Originally an okay Tecmos coin-op, superb conversions by The Sales Curve and Random Access for the C64 and Amiga respectively made for a pair of Sizzlers. Maff praised the programmers for 'coaxing the utmost out of both machines to portray the action to the best effect', while Kati loved the 'all-action, fast and furious gameplay.' Indeed, while *Silkworm* doesn't have much in the way of originality it is extremely playable, and pretty tough too! It's certainly one of the best two-player games around, and on your own the jeep or chopper offer distinctly different ways of playing the game. The Amiga game is virtually arcade perfect, and boasts a small extra alien as well. The C64 game is no less technically impressive, with some okay sprites and top-notch backgrounds. For playability, either version is hard to beat.

C64 90%
AMIGA 90%



THE REAL GHOSTBUSTERS

● **The Hit Squad, £2.99 (Rerelease)**

Based on an obscure Data-East coin-op this has ten levels, each a multiload. The perspective is from above with the aim being to get to the end of the level and defeat the superguardian. It's basically a vertical scroller, but you can move left or right to choose your own route through. One novel feature is that by holding down fire you can switch from bullets to a proton beam, useful for collecting the ghosts of destroyed baddies. Collected ghosts give extra lives at the level's end; they also carry power-up icons such as extra lives, proton energy and brief invulnerability. Icons can also be found in bits of scenery, pots and plants and things.

In Issue 50 the overall mark of 67% was accompanied by mixed opinions. Randy thought the '3-D is unrealistic... apart from the fair rendition of the Ghostbusters theme tune, [the game] is basic, to say the least.' But while Kati wasn't impressed by the graphics either, she thought 'it's pretty nifty stuff... good, clean, mindless fun.'

The graphics still look disappointing, the character sprites are tiny (although you can have two for simultaneous play) and the background graphics are bland — there's less colour and detail than on the Speccy. While gameplay isn't bad, later levels repeat the graphics from earlier ones and the end screen is the same as the one at the start, only with different text.

OVERALL 60%





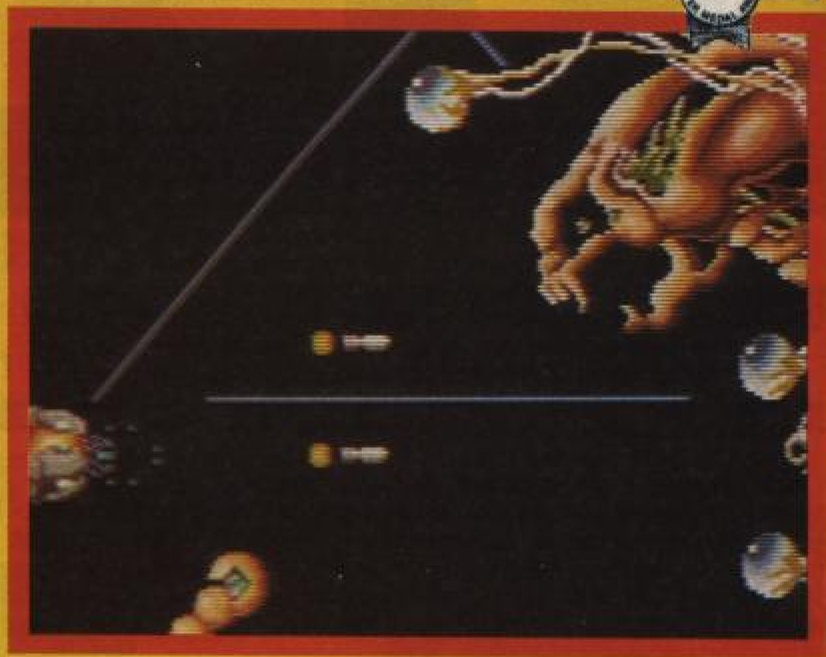
R-TYPE

● The Hit Squad, C64 £2.99 Amiga £7.99 (Rerelease)

Another hot licence that came out tepid, C64 *R-Type* met with a 72% review in Issue 47 and doubtful comments from the Kati/Maff brigade with 'isn't as bad as I expected' being the general consensus. Nearly two years on it's still a fairly good variant with some slick graphics (neat background fade-in later on in level one), some highly original weapons and end-opponents to blow away and the beam laser and drone to liven up what is otherwise pretty standard fare.

The generally bare backgrounds dull what thrills there are with a seemingly unnecessary multiload to slow the pace. Gameplay remains relatively strong with the tactical use of the R-Type drone required in places but otherwise the graphics and sonics don't stand up too well. The *R-Type* name grabbed a lot of attention and although the product was above average it never lived up to the hype, a poor second to *Katakis/Denaris*. In the words of Kati's original comment, 'it just lacks that little spark to make it really good.'

The Amiga version followed and Sizzled in Issue 48, looking for all the world like the coin-op, playing superbly and boasting a superb synth title tune. The sheer graphic originality still looks good now with slick presentation to match the quality of graphics, zero in the way of flicker, and action that hots up to boiling point in places (especially at end-level opponent time). There's little to compete with *R-Type* for sheer style and quality of conversion. As Kati said, 'There's no excuse to miss it.' At the new budget price it's great VFM.



C64 61%
AMIGA 90%

MAGICLAND DIZZY

● CodeMasters £9.99*

* At the moment, *Magicland Dizzy* is only available on a five-game Dizzy compilation but will eventually be released on its own at £2.99. The other titles in the compilation are *Dizzy*, *Treasure Island Dizzy*, *Fantasy World Dizzy* an *Fast Food*. Enough eggs-traordinary action to make you dizzy!

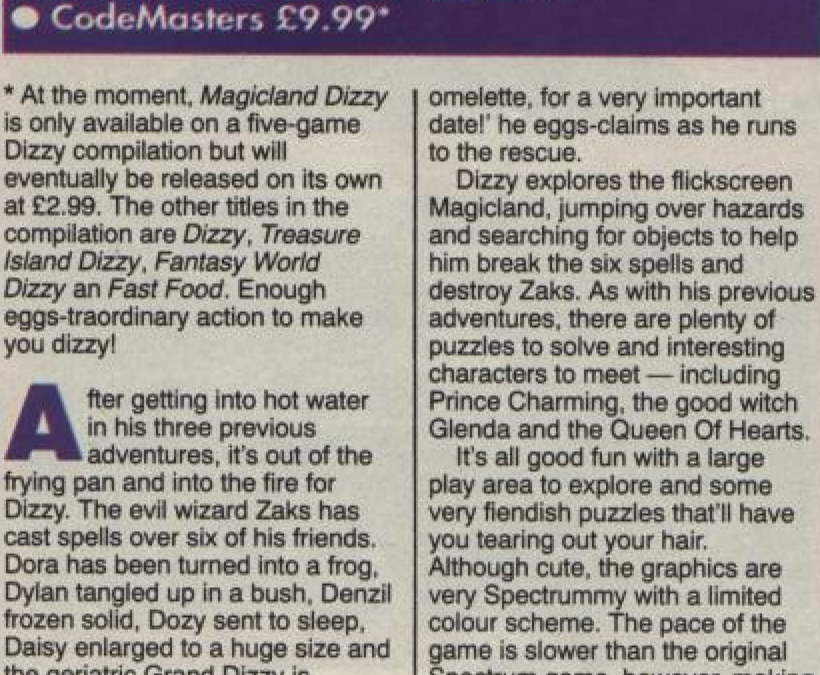
After getting into hot water in his three previous adventures, it's out of the frying pan and into the fire for Dizzy. The evil wizard Zaks has cast spells over six of his friends. Dora has been turned into a frog, Dylan tangled up in a bush, Denzil frozen solid, Dozy sent to sleep, Daisy enlarged to a huge size and the geriatric Grand Dizzy is trapped on the other side of Zaks's magic mirror.

This has really cracked up our eggs-tremely brave hero (he's no cowardy custard!). 'Omelette, omelette, for a very important date!' he eggs-claims as he runs to the rescue.

Dizzy explores the flickscreen Magicland, jumping over hazards and searching for objects to help him break the six spells and destroy Zaks. As with his previous adventures, there are plenty of puzzles to solve and interesting characters to meet — including Prince Charming, the good witch Glenda and the Queen Of Hearts.

It's all good fun with a large play area to explore and some very fiendish puzzles that'll have you tearing out your hair. Although cute, the graphics are very Spectrummy with a limited colour scheme. The pace of the game is slower than the original Spectrum game, however, making tortuous exploration a bit tedious at times. *Magicland Dizzy*'s not a bad egg, though.

OVERALL 83%





OPERATION WOLF

● The Hit Squad, £2.99 (Rerelease)

It's 1988 and another one of those evil dictators has taken some hostages. Needless to say Taito's solution isn't *Operation Diplomat*, nor even a couple of tank battalions, it's just one man and his gun to sort things out.

There are six horizontally scrolling levels in all, each packed with soldiers, tanks and helicopters. To deal with them you move a gunsight cursor across the screen — being careful not to hit nurses nor waste ammo (it's limited) — and using grenades for tanks and suchlike. You have only one life and one continue-play, but an energy bar means you can take plenty of hits. Occasionally you'll see useful items, such as a health potion, smart bomb, ammo and grenades. These are collected by being shot.

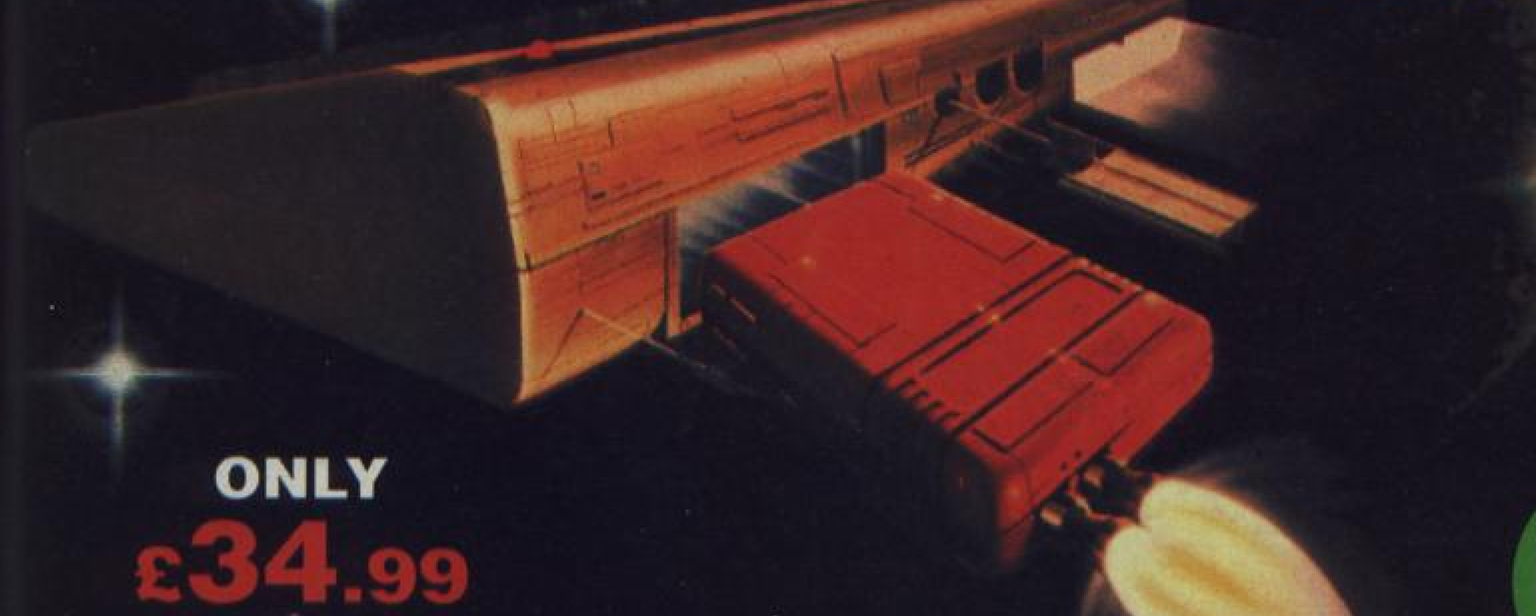
Each of the stages has its own theme: two boasts a river, five is the concentration camp, with six being the airport where an aircraft is stolen for a fast escape.

In awarding it 91% (Issue 45), Maff said, 'The frenetic quality is incredible: the adrenalin really gets pumping... it's incredible.' Gordon Houghton agreed, 'The graphics move brilliantly, and even though the larger ones are quite chunky, they don't lack detail... another ace conversion.'

Two years on, the graphics still look pretty good: fast and detailed with plenty of happening all the time. The cursor's a bit fast, though, and isn't a clear as it could be. Presentation is good for a single load, including progress reports. Sound is effective, various bangs basically, with a typical Jonathan Dunn intro tune. There's a Neo mouse option which is great, but no lightgun option. A simplistic game idea, very tough, but well done and if it appeals — buy it!

OVERALL 79%

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TARGET RENEGADE
● The Hit Squad, £2.99 (Rerelease)

After rescuing your girlfriend in *Renegade*, the sequel required you to avenge your brother's murder by a vicious gang. In classic beat-'em-up fashion, you have to punch and kick you way through five horizontally scrolling levels. Hell's Angels bikers, 'ladies of the night', skinheads, Beastie Boys fans with Rottweillers and Mr Big himself all have to be beaten up. On most levels, some of the thugs wield weapons (baseball bats, whips, snooker cues etc) which you can pick up and use when they're dropped.

Originally reviewed in Issue 38 the game was favourably received, earning 84%. All three reviewers appreciated the game's high quality, cartoon-style graphics. However, although everyone gave it a thumbs up, there were mixed opinions about



the gameplay. Gordo Houghton found it 'not just a simple beat-'em-up: a whole range of different characters with individual skills and personalities are combatted with unique strategies.' On the other hand, Paul Glancey revealed, 'Many of the baddies are easily beaten up by moving up to them, holding the joystick in the PUNCH position and repeatedly pressing the fire button.'

The latter opinion is true for the most part and gameplay can get repetitive. Still, there is a pleasing amount of graphical variety and the baddies do have a lot of character — I especially like the whip-wielding women (Ahem! — Ed). It's also a tough game to get through — especially when you take on gun-wielding baddies with only your fists! Although there's only a few fighting moves *Target Renegade* is a fun way to release pent-up aggression.

OVERALL 81%

XENON
● Mastertronic Plus, C64 £2.99; 16 Blitz Plus, Amiga £7.99

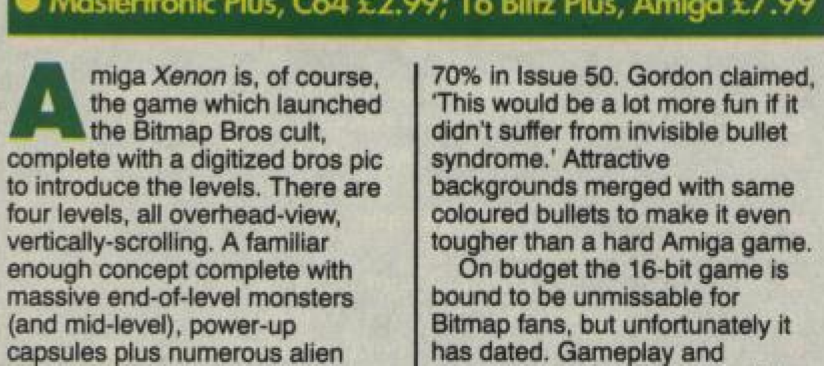
Amiga *Xenon* is, of course, the game which launched the Bitmap Bros cult, complete with a digitized bros pic to introduce the levels. There are four levels, all overhead-view, vertically-scrolling. A familiar enough concept complete with massive end-of-level monsters (and mid-level), power-up capsules plus numerous alien ships, tanks and gun emplacements. The one novelty is that by waggling the joystick your plane transforms into a tank, to trundle along on the floor beneath some enemy aircraft. (On the C64 press 'space'.)

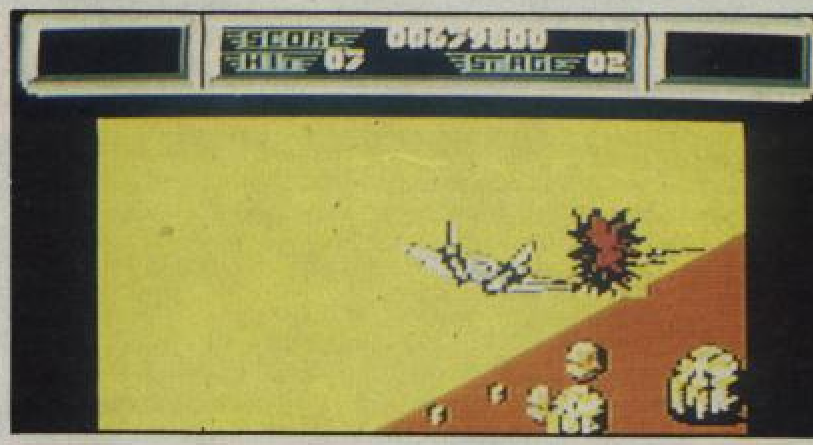
The setting for the game is massive alien destroyers which you're supposed to be flying over, and caterpillaring across. On the Amiga sharp, metallic graphics, combined with a pounding soundtrack helped make the game a big hit. Although it wasn't reviewed by ZZAP!, the belated C64 conversion was, earning 70% in Issue 50. Gordon claimed, 'This would be a lot more fun if it didn't suffer from invisible bullet syndrome.' Attractive backgrounds merged with same coloured bullets to make it even tougher than a hard Amiga game.

On budget the 16-bit game is bound to be unmissable for Bitmap fans, but unfortunately it has dated. Gameplay and graphics lack variety, while slick presentation is taken for granted nowadays. Still, at this price it's well worth a look as a tough, professionally produced shoot-'em-up.

The C64 game is even tougher, with a hail of bullets and ships with a dull main craft leading to some confusion. Being sent back to the start of the level soon gets wearisome, while the tune is weak. Repetitive and unoriginal it compares badly to *Silkworm*.

C64 59%
AMIGA 74%





AFTERBURNER
● The Hit Squad, C64 £2.99 Amiga £7.99 (Rerelease)

'Shake, rattle, roll it!' went the attract line for the hottest coin-op licence of '88 — and down it went in flames when it finally arrived (C64: 17%, Issue 47). The plot and gameplay was simplicity itself, just battle your way through enemy airspace to your waiting carrier, landing at runways and docking with tankers to top up your missile load en route. It was left to the ultra-fast speed of the coin-op to mask what amounted to minimal gameplay.

Without anything like a decent speed effect, boredom rules in the C64 version. While not chronically bad on the graphics front — drab with little detail is an apt description — the presence of character squares around missiles epitomises the crude programming. A pointless multiload destroys any build-up of pace or exhilaration (and to think that *Power Drift* came out under a year later). Coming so soon after the budget release of *First Strike*, C64 *Afterburner* is a very sorry affair.

With Argonaut Software (*Starglider 1/2*) behind the 16-bit conversions hopes were high and this was the most eagerly awaited version of them all. But yet again, the coin-op proved too much with a surprisingly lacklustre effort emerging on the Amiga. Multiload (unless you've got 1Mb), poor runway graphics and a dodgy flying-down-the-canyon effect are some of the bugbears alongside generally poor graphics which lack detail and anything like a decent speed effect (sacrilege!). The feel of the coin-op is lost in sluggish response, dubious collision detection and little of the coin-op's glossy presentation — very disappointing given Argonaut's reputation. At least the main plane graphic looks good, which is about the only positive thing that can be said.

C64 20%
AMIGA 29%

win!

a SCI-ntillating COMP!



Win a radio controlled car from Ocean!!

Crime, the scourge of modern society. Just what can be done about it? Well, everyone can do their bit towards crime prevention: like shooting the old lady next door's Chihuahua because it might bark too loud and cause a nuisance. Or maybe you could take the wheels off your dad's Lada because, you never know, he might just break the speed limit (going down a steep hill).

However, catching hardened criminals is a more difficult task for the amateur detective. They tend to make a quick getaway in their cars and vans. It's all right for those suave cops at Chase HQ: they've got a super-fast sports car to chase the villains. And for their *Special Criminal Investigations* they're even armed with a shotgun.

Of course, we can't be giving away firearms — we wouldn't dare have them in the office with 'Renegade' Robin around! But for crime busters everywhere, the first prize in this crime-cracking comp is a superb radio-controlled car. The Black Phantom Off-Roader features twin wishbone suspension, friction-damped shock absorbers, twin motors for four-wheel drive, plus digital proportional speed and steering for ultra-fine control. And there's no need to worry about buying batteries either: this mega-tough buggy comes complete with a lightweight Ni-Cad rechargable pack with Fast Charger, plus a Ni-Cad battery charger with 10 rechargable batteries.

In addition, 20 runners-up will get copies of the game, Amiga or C64 cart — please state which machine you own).

Want to be a winner? Well just answer these three easy questions about *SCI*:

1. Which two cops chase after the villains?
2. Who is the new furry controller at Chase HQ?
3. From what flying vehicle are extra weapons dropped by parachute?

Write your answers (plus which machine you own!) on the back of a postcard (or sealed envelope) and send it to *Newsfield, CRIME-CRACKING COMP, ZZAP!, Ludlow, Shropshire SY8 1JW.*

Usual competition rules apply and entries must be received by January 24, at the latest.



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CHEATS FOR SPECTRUM C64 CPC ST AMIGA CONSOLES



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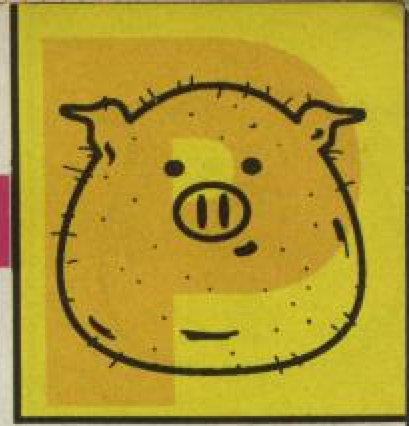
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CORISH'S COMPUTER GAMES GUIDE

Have you ever been playing a game and thought, 'I wish I could POKE infinite bananas into this and complete it!'? Or wanted a few tips to help you through the tricky bits? Well the Playing Tips are all very well but they're always spread out over years of CRASHs — but fret no more because we have the answer. It's *The Corish's Computer Games Guide*.

This guide is now in its second edition and is a 545 page long paperback compilation of all the tips, POKEs, solutions and cheats of all the top games. The game you want is easy to find as it has all been laid out in alphabetical order with a total of over 9,000 entries. The book costs £19.95 and covers every format of computer. *Corish's Computer Games Guide* is a book no computer gamer should be without. The ultimate piece of tipping kit.



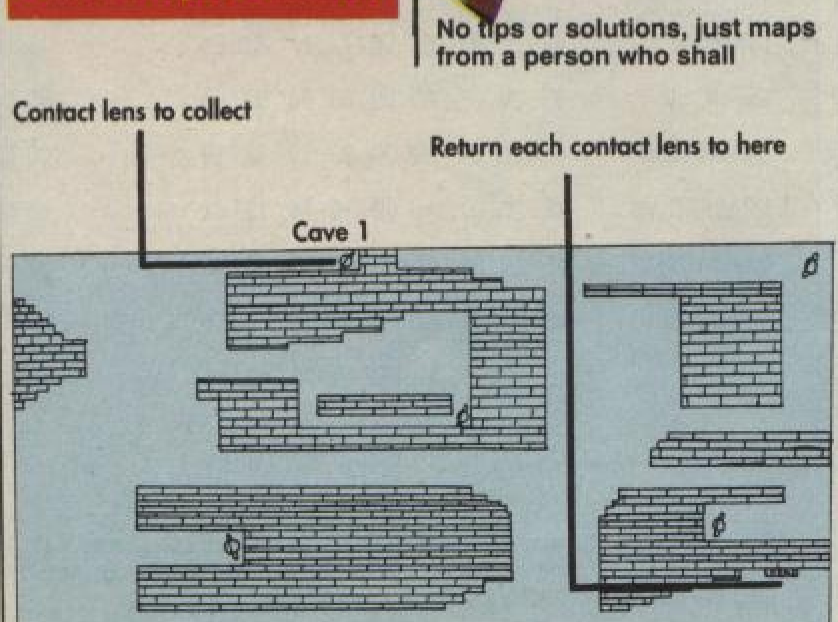
PIG IN A POKE!

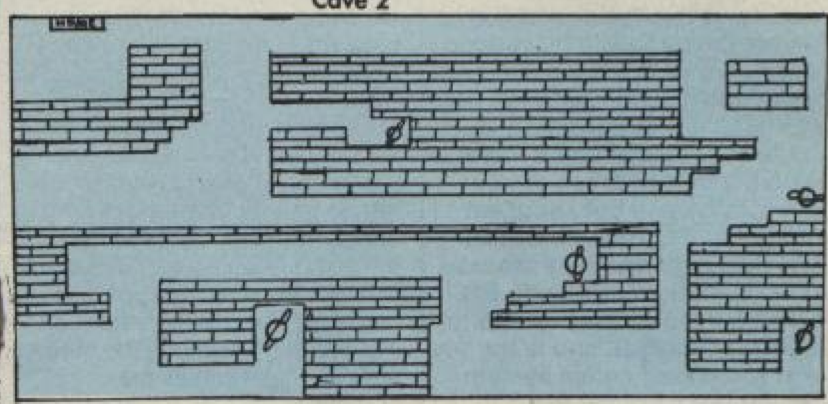


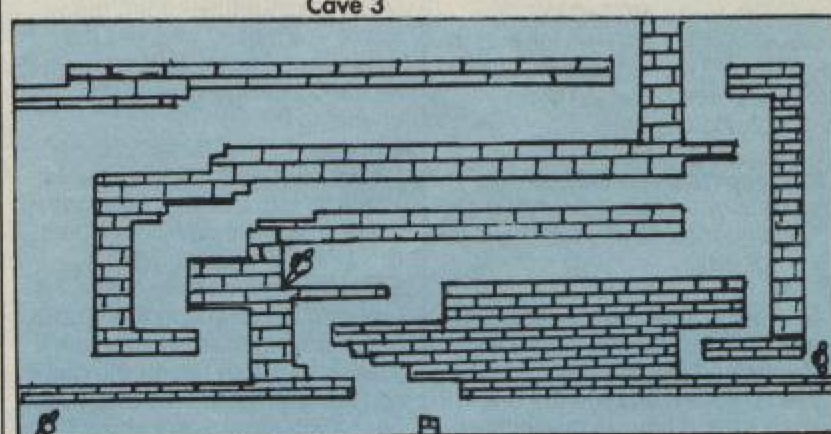
It's all very well me promising stuff to go in the issue in this little section but at the eleventh hour things get rejiggled and basically they don't appear. I'm hoping that pre-jiggle you should see a *Ruff 'N' Reddy* map (at last), more *Midnight Resistance* maps and things, *Time Machine* fun and antics and a Music Co-ordinator. It's all hot stuff for the cold months and my space is just about running out here. Onward tips! Onward!

…LIX
(…e/Megatape 8)

No tips or solutions, just maps from a person who shall remain anonymous as my super-sophisticated filing system (you mean that foot-high pile of tips tucked under your desk? — Ed), has developed a mysterious glitch, which resulted in the loss of the sender's name and address. Such are the problems with high technology.....







BUSHIDO
(Firebird)

Jason Fowler of 'And Now.... it's The Quiz of the Week' city, Norwich, is the Ninja type of dude who's well radical enough to send in some tips for *Bushido* (remember that?). Cowa.... whoops wrong game.

Bushido Potions

Mix the following ingredients

Lizard Skin + Witch Weed = Fear
Witch Weed + Fairie Fungi = Repel
Venom + Fairie Fungi = Unseen
Phoenix Egg + Venom = Destroy
Moondust + Lizard Skin = Omen
Fairie Fungi + Lizard Skin = Heal

Bushido Tips

The copper wand is the best way to kill guards because of fire magic, jade wands open chests on most early levels.

You may find on the way of the dead level that a wall blocks your path to the rest of the rooms. Use the silver wand here to get past, also use it to open the exit.

XENOPHOBE
(MicroStyle)

An oldie but a nifty, quick 'un from Jason Fowler **of Norwich.**

How to complete a level without pressing the self-destruct button. Find a room with slime dripping from the roof to blast it. Keep blasting it so it can't drop and the Alien level should go down quite fast and you'll get 200 health points.

BACK TO THE FUTURE II
(Imageworks)

Great Scott! A pretty handy tip for a pretty useless game but here it is from Sigi Goode **of Australia again.**

Type on the title screen THE ONLY NEAT THING TO DO to be rewarded with infinite Smarties, Martys or something like that.

PIG IN A POKE!

SOUND OF MUSIC

THE MUSIC CO-ORDINATOR

I planned to have this beauty of a listing in the tips section a good few issues back but never found the space for it but I can't deprive you of it any longer. It may look a massive piece of code but the actual core code is very short and all you need to get this going is the relevant game and a Reset Switch (sorry to those of you still without one but I suggest you get one NOW!). This is all with many, many, many thanks to Dutch resident Peter de Bie, a devoted fan of the C64 and ZZAP! (of course), and is the best structured music system I've yet seen. Follow the instructions below to get it to work.

1. Type in the MUSIC CO-ORDINATOR LISTING leaving IN the X1,X2,Q1,Y1,Y2,P,Z1,Z2 and Q2 variables in the DATA statements.

2. Check through the listing to make sure there are no mistakes made during entry and SAVE it to tape or disk.

3. Plug in your reset switch and now look through the list of Games on offer for music co-ordinating and load up the one you want to hear the music from.

4. Now, depending on the game, you may have to play through to a certain point in the game in order to hear the tune you require. For example, for *Ghouls 'N' Ghosts* if you want to hear the 3rd level's music then you'll have to play through to that level before you can perform the next step.

5. When you've got the music you want, press the reset switch and from the C64's title screen LOAD the Music Co-ordinator listing.

6. Now look up the relevant game and music piece you want from the MUSIC VALUES CHART below and replace the specified variables in the MUSIC CO-ORDINATOR listing (namely X1,X2,Q1,Y1,Y2,P,Z1,Z2 and Q2) with the corresponding values. Most listings have a number of tunes to listen to so experiment to hear all the tunes.

7. NOTE: Under the heading *Range of X2* in the MUSIC VALUE CHARTS are listed the values that you can change X2 to. If it says 00 TO 02 (for example) then this means you can change X2 to either the value of 00, 01 or 02 (which means, of course, in this example that there are 3 tunes to be heard). The *Range of X2* is relevant to most games but those that change a variable other than X2 can't use this and thus are listed in full. When you've replaced all the X1,X2...etc variables with the values you want, then type RUN and the music co-ordinator will play the tune you want (complete with Rasters).

8. To stop the tune press RETURN and you can list the program and change the relevant values to hear other tunes from the game. You may need to clear the screen (SHIFT and INS/CLR) first as the listing can look corrupted if you try to list it (don't worry though, clearing the screen and LISTing it solves the problem).

NOTE: Unfortunately some tunes can't be exited from with a press of the RETURN key. So to listen to other tunes from the game you'll need to press the reset switch again and reload the Music Co-ordinator program, changing the X1, X2...etc variables to the values you want for the next tune or effect (Note: The only variable that changes value with each new tune/effect is X2). Unfortunately again, certain programs may cause the program to crash and this would mean having to reload the game, reset it and then reload the music co-ordinator each time in order to hear each tune. Sorry about that (anyone who finds a way round this is *extremely* welcome to write in with a solution).

MUSIC CO-ORDINATOR LISTING

```
1 REM *** MUSIC CO-ORDINATOR BY PETER DE BIE ***
2 REM *** FOR ZZAP! 64 — SIMPLY THE BEST!! ***
3 FOR I=49152 TO 49268: READ A$
4 LET L=ASC(LEFT$(A$,1)): L=L-55: IF L<5 THEN L=L+7
5 LET R=ASC(RIGHT$(A$,1)): R=R-55: IF R<5 THEN R=R+7
6 V=(L16)+R: POKE I,V: NEXT I
7 SYS 49152
97 REM ***REPLACE THE X1,X2,Q1,Y1,Y2,P,Z1,Z2 and Q2 VARIABLES***
98 REM ***FOUND IN THE DATA LINES BELOW WITH THE RELEVANT ***
99 REM ***VALUES FROM THE MUSIC VALUES CHART. ***
100 DATA 78,A9,35,85,01,X1,X2,Q1,Y1,Y2,A9,37,85,01,A9,0F,8D,18,D4
110 DATA A9,30,8D,14,03,A9,C0,8D,15,03,A9,7F,8D,0D,DC,A9,F1,8D,1A,D0
120 DATA A9,32,8D,12,D0,58,4C,P,C0,A9,01,8D,19,D0,A9,35,85,01,EE,20,D0
130 DATA 20,Z1,Z2,CE,20,D0,A9,37,85,01,A9,1B,8D,11,D0,4C,Q2,EA
140 DATA 20,E4,FF,C9,0D,F0,03,4C,4E,C0,A9,36,85,01,20,A3,FD,20,18,E5
150 DATA 20,44,E5,A9,31,8D,14,03,A9,EA,8D,15,03,A9,00,8D,18,D4,60
```

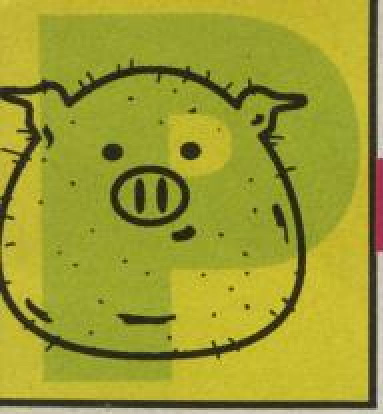
MUSIC VALUE CHARTS

Name of Game	P	Q1	Q2	X1	X2	Y1	Y2	Z1	Z2	Range of X2
AFTER THE WAR (PART 1)	2D	20	81	A0	00	97	E8	90	E8	00 TO 02
AFTER THE WAR (PART 2)	2D	20	81	A9	00	87	EA	80	EA	00 TO 03
BALLISTIX	4E	20	31	A9	00	9F	10	00	10	00 TO 03
BATMAN: THE MOVIE (Level 1)	4E	20	31	A2	00	5F	E2	F5	E2	
	4E	20	31	A2	06	5F	E2	F5	E2	
	4E	20	31	A2	0C	5F	E2	F5	E2	
	4E	20	31	A2	12	5F	E2	F5	E2	
	4E	20	31	A2	18	5F	E2	F5	E2	
BATMAN: THE MOVIE (Levels 2,3,4)	4E	20	31	A2	00	36	E2	CC	E2	
	4E	20	31	A2	06	36	E2	CC	E2	
	4E	20	31	A2	0C	36	E2	CC	E2	
	4E	20	31	A2	12	36	E2	CC	E2	
	4E	20	31	A2	18	36	E2	CC	E2	
	4E	20	31	A2	1E	36	E2	CC	E2	
BATMAN: THE MOVIE (Level 5)	4E	20	31	A2	00	5F	E2	F5	E2	
	4E	20	31	A2	06	5F	E2	F5	E2	
	4E	20	31	A2	0C	5F	E2	F5	E2	
	4E	20	31	A2	12	5F	E2	F5	E2	
BLACK TIGER	4E	20	31	A9	00	00	E0	09	E0	00 TO 03
CABAL (Introduction)	4E	20	31	A2	00	87	8A	56	8B	
CHAMBERS OF SHAO-LIN (Title)	4E	20	31	A9	00	53	E0	50	E0	
(Chamber 1)	4E	20	31	A9	00	03	E0	00	E0	
(Chamber 2)	4E	20	31	A9	00	73	E1	70	E1	
(Chamber 3)	4E	20	31	A9	00	03	E0	00	E0	
(Chamber 4)	4E	20	31	A9	00	73	E1	&0	E1	
CHASE HQ	4E	20	31	A9	00	00	80	03	80	00 TO 01
COMMANDO	4E	20	31	A9	00	00	50	12	50	00 TO 02
CRACKDOWN	4E	20	31	A9	00	10	44	13	44	00 TO 02
CRAZY COMETS	4E	20	31	A9	00	00	50	0C	50	00 TO 01
CYBERNOID 2	4E	20	31	A2	00	20	A6	26	A6	00 TO 01
DENARIS (Title)	4E	20	31	A9	00	19	80	10	80	00 TO 01
DENARIS (All levels)	4E	20	31	A9	00	09	68	00	68	

Peter sent in loads more of these values and they'll be going in over the next few issues but *do* send in your own value discoveries for other games for use with the MUSIC CO-ORDINATOR.



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PIG IN A POKE!

MICROPROSE SOCCER
(MicroProse, no less!)

Here are some hot and happening trendy tips on how to score goals in that wicked C64 soccer game *MicroProse Soccer*, from Robin 'Radical' Greenwood **of Barnsley.**

Robin G would like to tell Ross (Footie Fan) Phillips of Guernsey that there are definitely more than 5 ways of scoring so RASP! Don't blame me, I'm only passing on the message!

Here are 14 goal scoring chances, 10 of which can be reversed. Fanfare please as all about putting the ball in the back of the net is revealed!

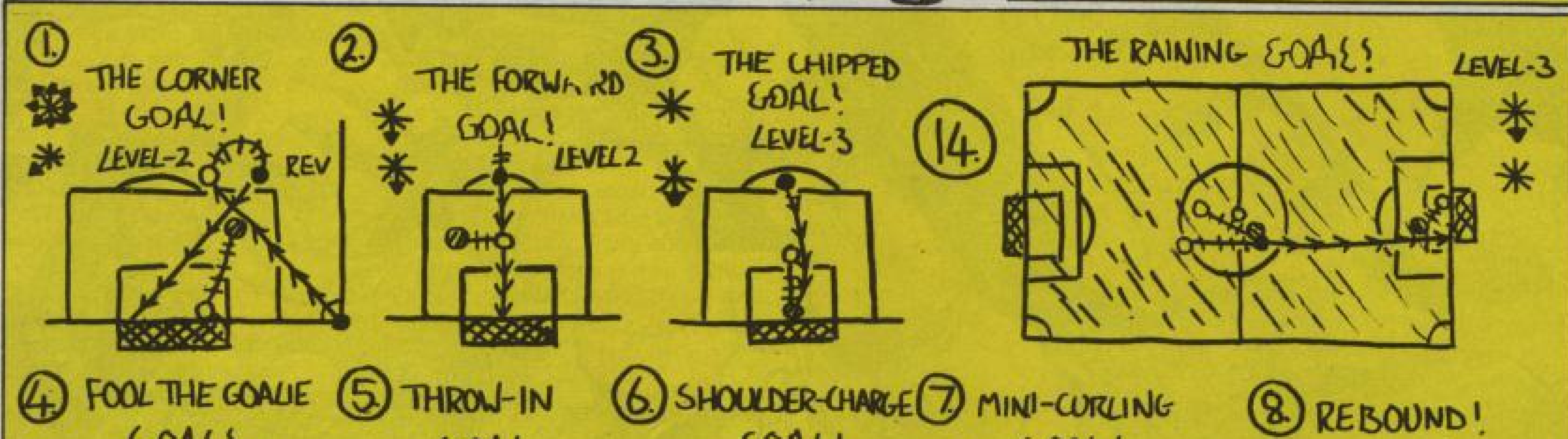
1. Take the corner and when your man gets the ball, quickly turn around and shoot the ball diagonally so the goalie misses it (the thicko!!) GOAL!
2. Only do this against the worst teams and just shoot it straight forward! GOAL!
3. Stop in the middle of the arc and keep fire down to chip the ball past the goalie. GOAL!
4. When the goalie sometimes runs to the edge of the box after you run him off the screen then turn back and shoot diagonally past him. GOAL!
5. When your team has a throw-in here. Throw diagonally, then with your other man run under the ball and volley the shot in the back of the net. GOAL!
6. Just position yourself over the ball, press fire and run at the goal! GOAL!
7. Run at the goal off-centre and at the edge of the box curl a medium banana shot past the goalie! GOAL!
8. Hit the post, then run in with another man to collect the rebound. JAMMY GOAL OR WHAT!
9. At about halfway between centre spot and the box, shoot diagonally: there will be another ready to go for goal. GOAL!
10. Cor! This is difficult. Run along the edge of the box and curl a high banana power shot around the goalie. MEGA GOAL!
11. The same as No.10 but come in diagonally at goal. GOAL!
12. Curl the shot slowly so it just misses goal and they will tap it in. THICKO GOAL!
13. A straightforward diagonal run and smash it in the back of the net, Brazilian style. GOAL!
14. When it is raining, stop just in front of the half-way line, wait for someone to tackle you from behind and the ball should just skid past the goalie! GOAL!



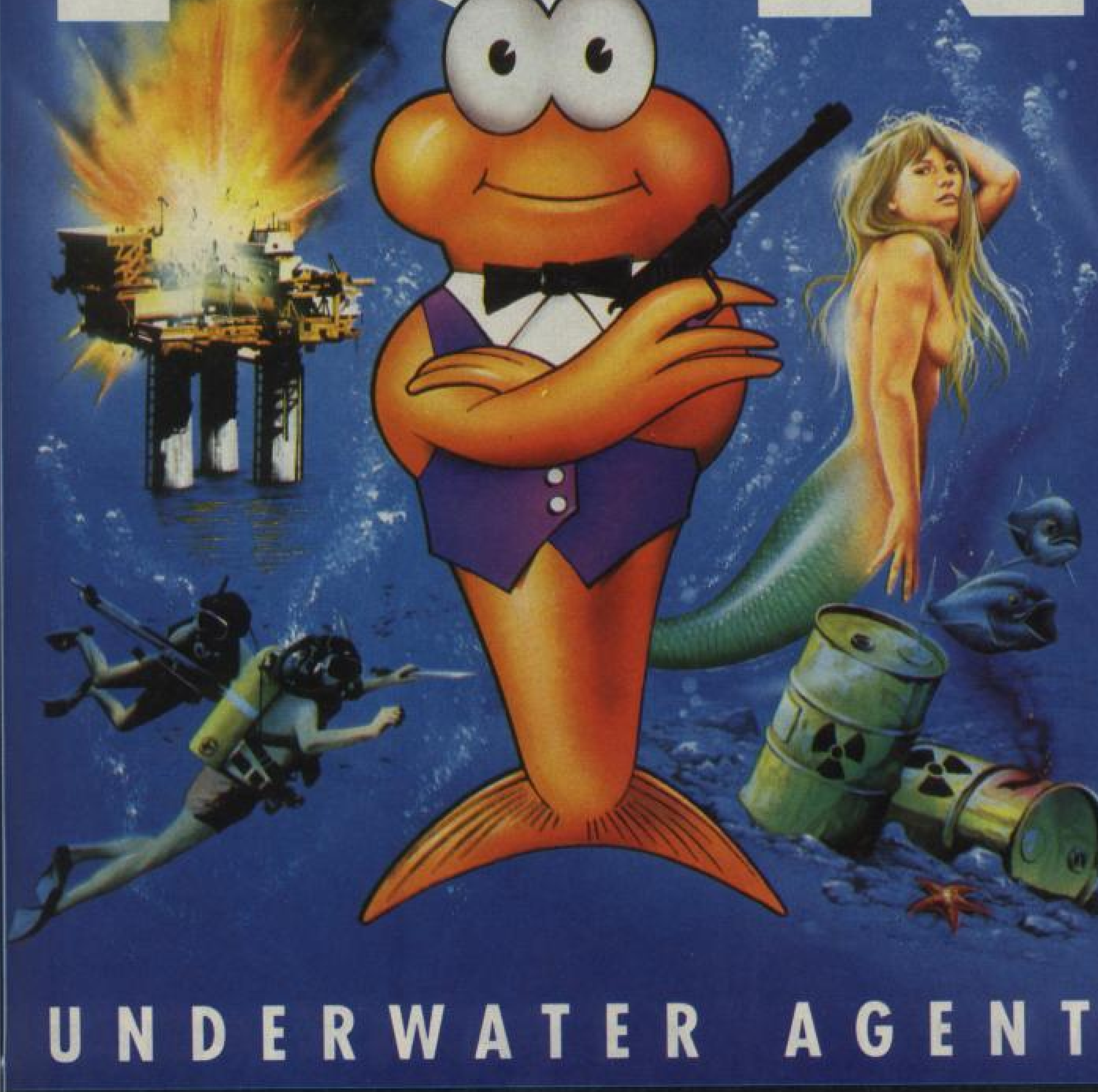
KEY

MICROPROSE SOCCER
How-to-score-24-different-goals-in-one-game by Robin 'Gazza' Greenwood!

✳ (arrow)	Direction running
✳ (arrow)	Direction of joystick when shooting
LEVEL-2	Difficulty level
→→→	Ball travel
●	Your man
⊘	Their man
++++	When either men run
○	Where either man was at the beginning



JAMES POND



When danger threatens in the icy deep, when hope seems lost and the end looks nigh, there's only one fish with the guts to save the day. Now's the time to call James Pond - underwater agent. He's fearless, he's clever, he's Ozone-friendly. James Pond, the fish with a mission (twelve missions, in fact), will take on anything, from retrieving radio-active canisters and plugging the leaks in oil tankers to rescuing doomed lobsters, mermaids and rare orchids from extinction.

Now you can take the part of James Pond in this all-action arcade adventure. With twelve levels and lots of secret areas to explore, brilliant graphics and game design by Chris Sorrell , this sub-sea spectacular is not to be missed!

- 12 momentous missions plus lots of bonus chambers
- choice of weapons or just blow up baddies with bubble-action!
- so many different enemies and pickups you'll wish you had eight tentacles!
- superb graphics, animation and smooth parallax scrolling

UNDERWATER AGENT



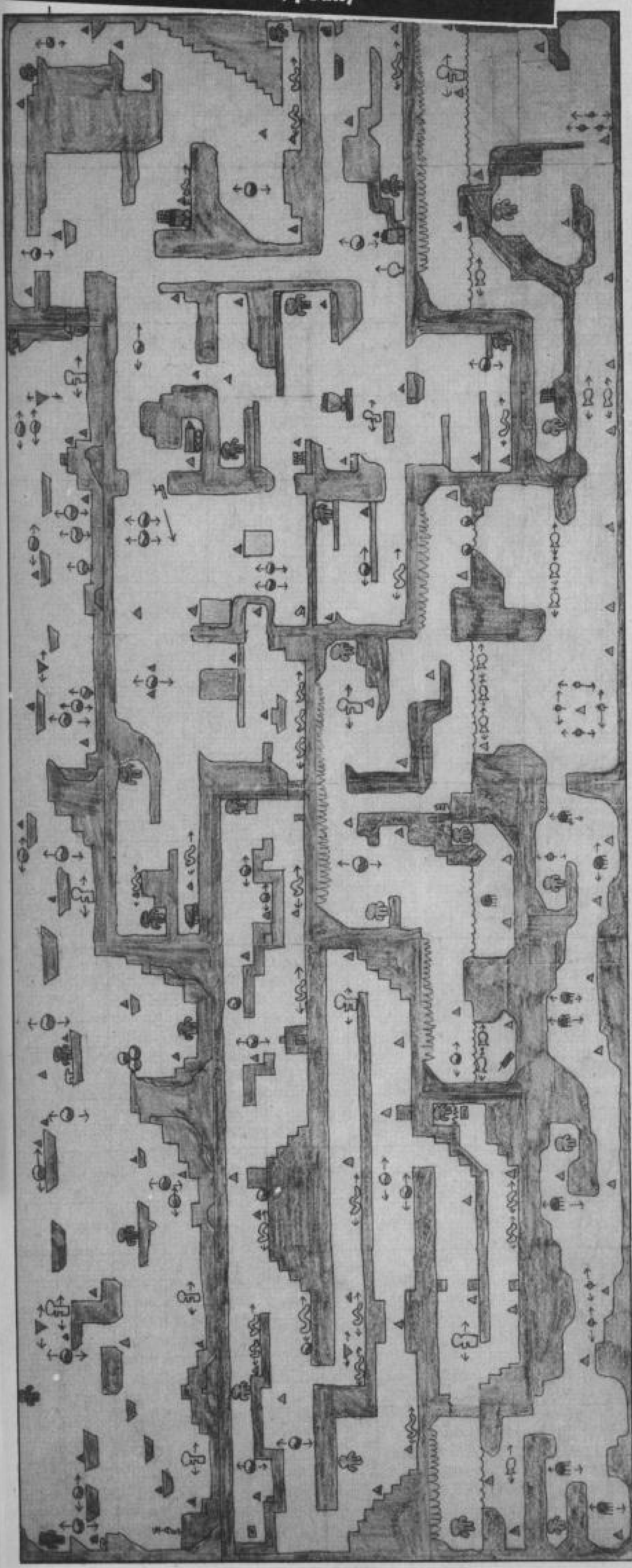
Atari screen shots

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A POKE!



Map produced and drawn up by Stephen Taylor.

RUFF 'N' REDDY IN THE SPACE ADVENTURE
(Hi-Tec Software)

I know these two are cat and dog, and star in a cartoon series but that's about it for this game. I long for the days of *Hong Kong Phooey* (Is it Henry, the mild-mannered Janitor??) and what about THE classic, *Battle of the Planets* (G-Force, Yeah!!!). Anyway, Stephen Taylor **of Welwyn, Herts obviously knows a bit more than me about R'N'R, seeing as he's sent in a complete map and key plus infinite lives poke for this slick arcade adventure. Have we reviewed this one I wonder? (Nay! — Phil) Nice one Stephen!!**

For those of you with an Action Replay cartridge or a similar POKE entry device enter the following for infinite lives. (Sorry, reset switch owners, there's no SYS number with this one; this is cartridge only!)

POKE 13309,165 — Infinite lives

KEY TO OBJECTS

- Bonus Item
- Spinning Alien
- Hover Alien
- Lily-Punie
- Moving Platform
- Snake/Worm Alien
- Killer Block
- Petrol (Use on Flyer)
- Pump (Use on Balloon)
- Card (Use in Panel)
- Dynamite (Use on Rocks)
- Balloon
- Flyer
- Panel
- Rocks
- Fish
- Octopus
- Round Alien
- Spring

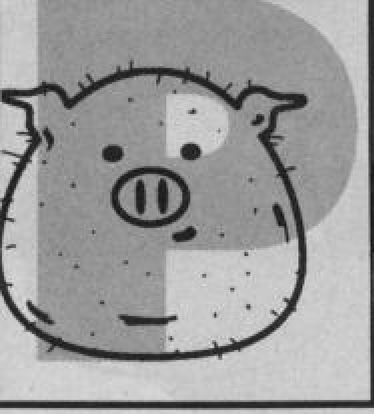
MONTY PYTHON
(Virgin)

A quickie from Sigi Goode **of Australia for the Amiga version of this lame shoot-'em-up with knobbly bits.**

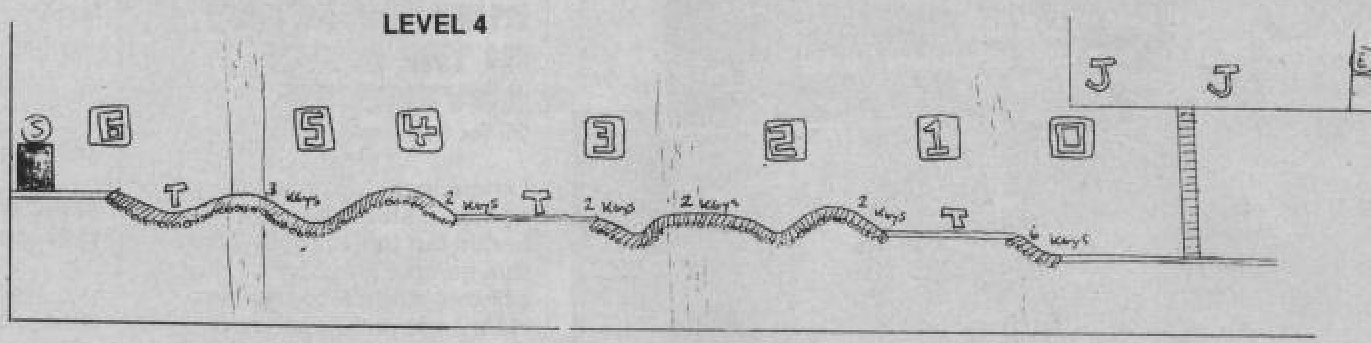
Type SEMPRINI on the high score table for immediate access to the last level you were on unless you're a parrot (preferably of the Norwegian Blue Pining-for-the-fjord variety) in which case you're dead!

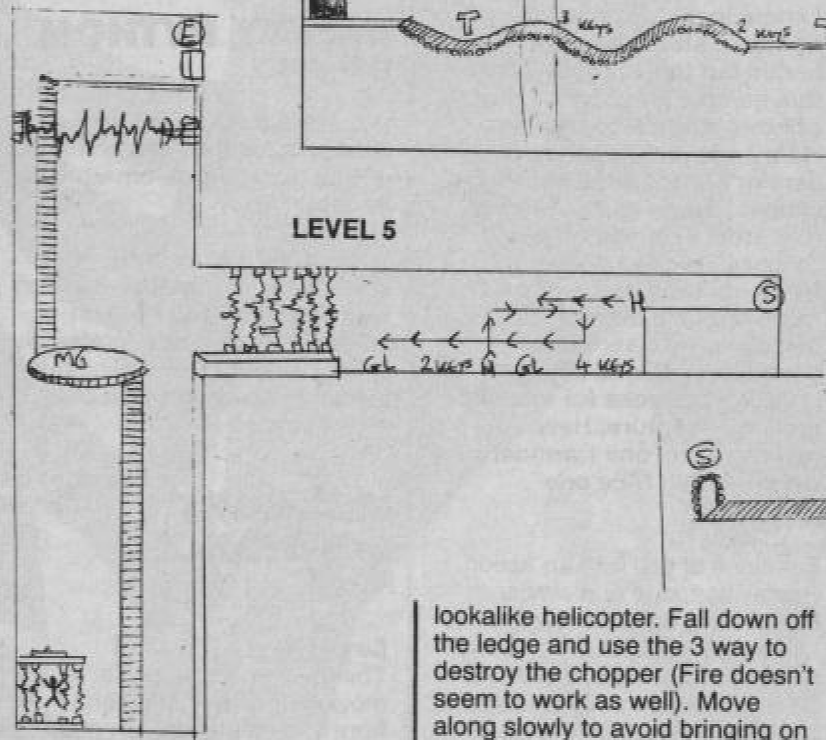
MIDNIGHT RESISTANCE
(Ocean)

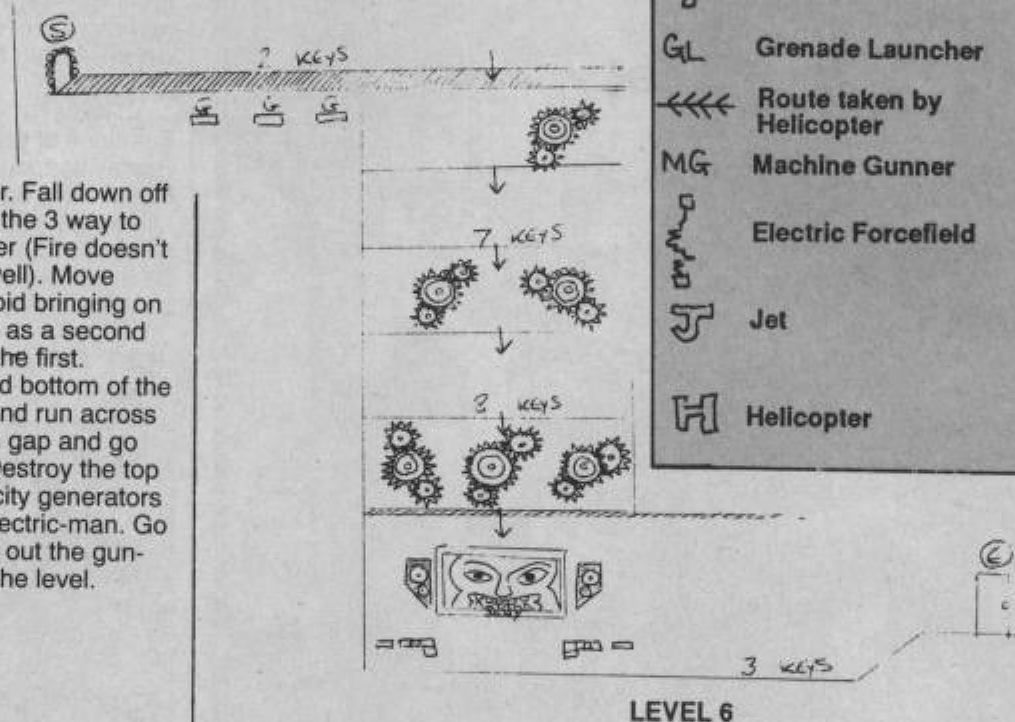
Level 4
Things are hard here with tanks moving up from behind and the front and guards sneaking up from below your line of fire (there's plenty of them along the way!). Keep moving along the level, blasting guards that get too close and jumping over those you miss. Stop to kill the tanks using the usual 'tank busting'



PIG IN A POKE!







- S: Start
- E: Exit to Weapons Room
- Circular Saws
- T: Tank
- GL: Grenade Launcher
- Route taken by Helicopter
- MG: Machine Gunner
- Electric Forcefield
- J: Jet
- H: Helicopter

method and have a lot of luck (the jetpackers seem to have control problems on this level and don't pose a threat).

Once you get to the planes, move over to the right hand side and fire like mad towards the rightward moving jets and fire up to hit the leftward zooming jets. Dodge missiles falling from on high and hope you avoid the low ones (you'll need two players or the cheat to survive this bit without too much loss of life). Walk right to complete the level.

Buy:
Extra life
Super Charge
Extra Ammunition

Level 5

Not too many problems, just watch out for the *Blue Thunder* lookalike helicopter. Fall down off the ledge and use the 3 way to destroy the chopper (Fire doesn't seem to work as well). Move along slowly to avoid bringing on too many enemies as a second helicopter follows the first. Destroy the top and bottom of the electricity sparks and run across and jump the large gap and go down the ladder. Destroy the top and bottom electricity generators and then kill the Electric-man. Go up the ladder, take out the gunner and complete the level.

Buy:
Barrier
Ammunition

Level 6

Keep walking to the right until the floor drops away and the circular saws come on again. Destroy the biggest first, crawling along the ground when the saws are overhead (the small saw can't kill you), standing upright to fire at long range. Keep going down after destroying each saw. When you reach the bottom have a cry at the sad intermission and following this complete the level.

Buy:
3 way
Super Charge
Extra Ammunition

KICK OFF 2
(Anco)

No tips for the C64 version as yet but Martin Calladine **of Reading gives us the lowdown on the fouling, dribbling and scoring for Amiga *Kick Off 2*.**

Scoring Goals

There are several methods to score:

1. Run at the goal just off centre and curl a low shot in.
2. Do a big curling chip (the one from about the halfway line) towards the goal and charge the shot through the keeper.
3. Run at the keeper on a diagonal and fire one in, putting a little aftertouch on. This will result either in a goal or a rebound (which can then be slammed home).
4. When you are dribbling at the opponent's goal, as you get out of the centre circle do the huge chip to get it over the keeper. If it goes over the bar there is always next time. But if the keeper parries it see method 2 above.

Penalties (Taking and saving)

Taking penalties is a doddle. As in *Kick Off* you just tap the fire button as the arrow is coming in towards the centre. But if you hold the button down for too long you will whack it way over.

Saving penalties is also very easy providing you're playing against the computer (this doesn't work that well against a human opponent as they're likely to hit you once they suss out what you're doing). As soon as the computer penalty taker has kicked the ball, press the Action Replay button. Just BEFORE the replay starts you will get a second or so more of the penalty before it starts the replay (which is enough to show which way the ball is going to go), the replay will now run and if you watched carefully you will know which way to go, as the replay comes to an end start to make the correct movement for the ball and when the replay ends you will dive and be there waiting for it. If implemented correctly this works every time.

HOT SHOTS FROM THE HIT SQUAD



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PIG IN A POKE!

TIME MACHINE

(Vivid Image Design/Activision)

A surprisingly low number of tips have come in for this Sizzler so far (believe it or not, *none*!). I've had many a plea, request for help but no solutions, cheats or even clues — a bad situation that I've now rectified with a call to Vivid Image themselves for maps, solution and cheat modes. Many, many thanks to John Twiddy of VID. The first two levels are given the map and solution treatment this issue along with the cheats, and the rest follows real soon.

This cheat is common to both versions and although it doesn't make Professor Potts invulnerable it does make available all five time zones for you to explore (press 1 to 5 to jump between times). You'll still need to solve the puzzles to complete the game but at least you don't need to worry about having to jump back to the earlier time zones to rectify any potential time-line-collapsing problems.

C64 CHEAT

You have to be quick to type this one in! On the title screen (before it changes) type in VIVID IMAGE to switch the cheat on.

AMIGA CHEAT

Play the game until you achieve a high score and then kill yourself. Enter the word DIZZY on the high score table and the Amiga cheat is now switched on, you now have infinite lives and you may use A and S to select screens in the current zone.

A quick Action Replay cartridge POKE for C64 *Time Machine* from Mr P Donnelly of Aberdare. Ta, P!

POKE 31615,173 — Infinite lives

CREATING ZONE 2

The first thing to do is to lower the global temperature to kill off any dinosaurs (namely the pterodactyl) but more importantly to make available the second time zone. Move to screen 1.3 and lift the rocks onto the lava pits, avoiding falling in the pits (if you have the cheat on you don't need to worry about this).

Next go to screen 1.2 (where the ape creatures fall out of the trees), drop a teleporter here and blast one of the pterodactyl's Eggs. Terry will now come down, pick you up and take you across the river (drop down when you get to the cave screen — screen 1.5). Drop a teleporter near the cave and then beam back to 1.2 and wait for an ape to land. Stun the ape with a blast of lightning, pick it up, drop it behind the teleporter and teleport the ape and you over to the cave, teleport back to the forest after and repeat the process several times (you can have up to 16 apes at a time in the cave). Zone 2 will be created as soon as a ape enters the cave.

Note: If the rocks are pushed off the lava pits then you'll here an audio warning and screen 1.3 will start flashing on the grid in the control panel. If you haven't got the cheat on then you'll have to go back and put the rocks back on the lava pits; if you have the cheat on, then ignore them.

CREATING ZONE 3

Remember the rocks over the lava pits on screen 1.3 in time zone 1? Well, this time you've got to *remove* the rocks to ensure the survival of the apemen. The Yeti here doesn't like warmth so he'll try to put them back on again. Transport apples from 1.2 or fish from 3.4 to keep him happy for a while (again, if you have the cheat on you can ignore the rocks problem totally).

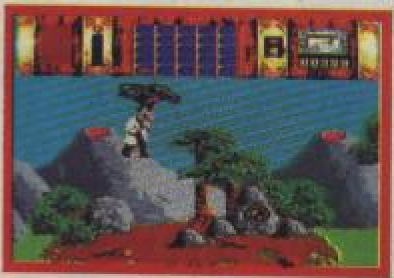
Make a fire by the cave in screen 2.5 to keep them warm — the fire lasts longer in the green area. Place a teleporter pod by the cave and now go to screen 2.2 and find the word, and teleport back to 2.5 with it. Go to screen 2.1 after this and stand in the middle of the screen on the solid patch of ice and change time zones back to screen 1.1. Put down a teleporter here and teleport the flame on this screen back to screen 2.5 and use this to ignite the wood (you may need to repeat the move to teleport the flame). If the fire goes out just reignite the wood.

You should now have created time Zone 3. Before you tackle Zone 3 you have to construct a bridge by planting seeds in Zone 2 (which grow into trees in Zone 3, you see). Place a teleporter pod on the river bank of screen 2.4 (in the green area by the existing plants there) and go back in time to 1.2. Teleport apples from here to screen 2.4 and you should see a plant root grow and remain there. Repeat this for the other side and a bridge is built in time Zone 3!!!

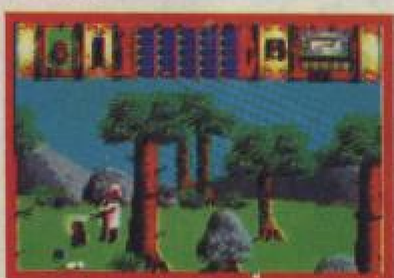
Next month will see more Time Zone Creation (unless you've got a time machine yourself, in which case what are you doing here reading this bit again, and again, and again.....?).

Time Zone 1 — The Prehistoric Age

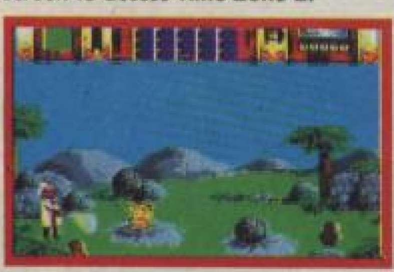
1.1
The Crystal to power your Time Machine is here but you can't get at it just yet.



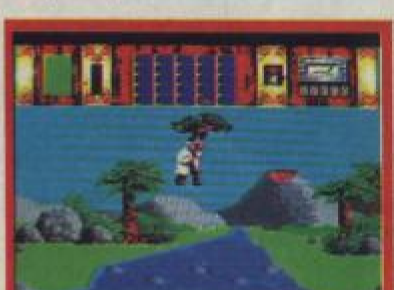
1.2
The forest is here where the apes and apples fall out of the trees. Zzapping the eggs here calls Pterry to carry you around.



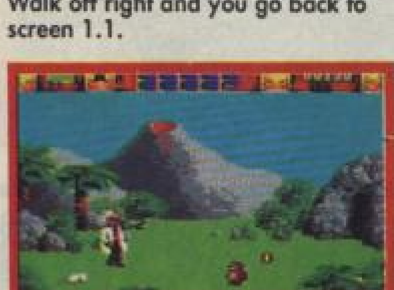
1.3
The lava pits/geysers need to have the rocks covering over them on this screen to access Time Zone 2.



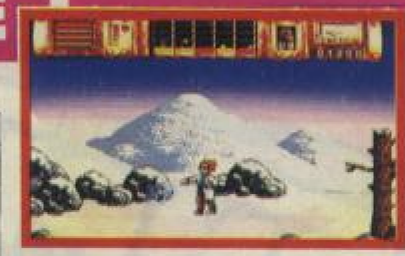
1.4
The only way to cross this screen is to fly Pterry air lines.



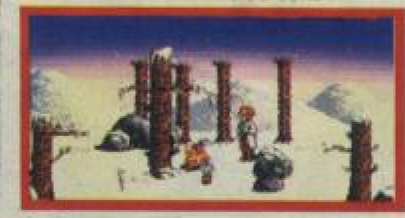
1.5
Here's where the cute little ape creatures must go to start evolution. Walk off right and you go back to screen 1.1.



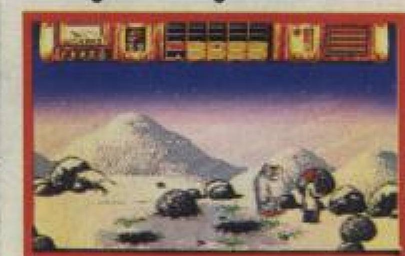
Time Zone 2 — The Ice Age



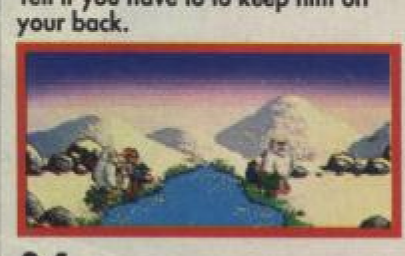
2.1
When the crystal is freed it'll fall into the swamp of 1.1 and is recoverable from this screen.



2.2
Watch out for falling icicles and teleport the flame from screen 1.1 to the twigs here to light them.



2.3
To begin the warming of the planet again remove the rocks, stun the Yeti if you have to to keep him off your back.



2.4
Plant the apples from screen 1.2 here. You can cross this stretch of frozen water if you're careful but watch out for the thin ice about halfway up and those annoying Yetis.



2.5
Bring the wood from 2.2 here and combine it with the fire from 1.1 to give the evolving ape creatures a nice warm fire to sing camp songs round and toast their primal marshmallows.

LORDS OF CHAOS

(Blade/Target Games)

A neat little cross between RPG and *Laser Squad*. Here's tips for it from Mark Hutchinson **of Barrow on Soar, and** H Fu **of Chesterfield.**

A POKE to be used with the existing *Lords Of Chaos* system.

POKE 40540,X
(X is in the range of 1-3)

This will enable you to change the level of the wizard which means

A) You can re-run the scenarios once you have completed Level 3 and gain EVEN MORE experience points.

B) You can get onto the next scenario without having to complete the current one.

LEVEL 1

Spells needed:
1 Red Dragon
2 Spectres
2 Vampires
1 Gryphon (or other flying beastie)
4 Goblins

Method:
Start off by casting out the spectres, vampires, goblins and gryphon (or whatever other winged creature is selected). Let the wizard ride the winged creature and send him out with a spectre. Send out the vampires, other spectre and goblins to pick up anything found.

Send your wizard off to find the enemy and, once found, destroy him in any way possible.

Your creatures should open any chests they find and also pick up any keys you come across.

Once the enemy wizard is dead, get all your key-holding creatures to the green wood in the rough middle of the map. Once there, open the door and as many chests as possible (to get the VP count on the gems, your wizard must carry them). Be aware of the short time limit, though.

Note:
There are a few spiders around the green wood, easily killed with a spectre.

As soon as you see any enemy undead, kill them.

If there are enemy creatures on the ground then make the winged beast fly.

LEVEL 2

Spells needed:
You start off with the spells from last time, but there are a few that should be added.

1 Demon
1 Goblin
At least 4th level Lightning
(Anything else you care to want. If you need to spend EPs on anything, spend it on increasing your attack and defence — moreso your constitution.)

Method: Start off by casting out the demon, goblins, gryphon and spectres. Send the goblins off with 2 spectres and make them open any doors they come across. Make them pick up any keys, potions and weapons they come across (especially swords).

Send out your wizard with the demon and 1 spectre in the same way as the bulk of the goblins.

As soon as the enemy wizard is found, kill him (try to do it with your wizard as this will give you more VPs).

Once the wizard and his major creatures have been eliminated, go to a locked door up a corridor — not through three doors. Unlock the door and kill the vampires inside; pick up any potions you want and the door key and chest key. Once done, go to the three doors up a small path (look on the map for the locked room with a circle of lava inside). Open the door in the centre as the other two have spectres behind. Go up the corridor with the door key-holding creatures in the lead, and unlock and open the door. Now put the demon (if it is dead then use a spectre or two) in the doorway to kill the demon (or zap it with the wizard).

Open the chest and pick up whatever is inside. Now all you have to do is wait for the portal.

After those tips here's H Fu **of Chesterfield with some tips for the one-player game against the computer.**

DESIGNING A NEW WIZARD (Level 1)

The Wizard: The best thing to increase is MANA and ACTION points. COMBAT, DEFENCE, etc are best left to your combat creatures, eg MANA up to 100, ACTION points up to the full 40.

Spells: Magic weapons, such as BOLT and LIGHTNING, are essential for survival if stuck in tricky situations.

Magic fire isn't essential but may come in handy in burning locked doors down.

Don't bother with gooeys, tangle vines or floods at the moment, as these are hardly called for.

Creatures: Definitely the best for COMBAT and DEFENCE are SPECTRES and DEMONS. These have the advantage of being UNDEAD. Level 2 of each of these seems adequate for wizard defence. VAMPIRES are also excellent, being quite a good all-rounder. Again these are UNDEAD, can fly and pick things up. These can be used for early reconnaissance in the game to check things out.

Now get a GRYPHON and finish off. GRYPHONS are useful in getting the wizard out of the tricky situations that he always seems to blunder into.

Now you could improve your wizard's character with the left-over expensive points.

IN-GAME (Level 1 — Many coloured land)

Lots of treasure and weapons are available, scattered around. Four chests of items are located in a room with 4 locked red doors. If you attempt to take advantage, use your UNDEAD combat creatures to first find the keys (one door key, at least one chest key) and then destroy the GIANT SPIDERS hiding in the trees. Alternatively, if you can only find the chest key(s), burn the room down with its doors.

Enemy characteristics:

Torquemada or his creatures will be found quite easily. Find one of the buildings with doors already open; opened by the enemy. He will begin to unleash a wide variety of creatures: most of them are NOT undead, which means if you've got lots of undead creatures you can destroy them without much trouble.

Try not to leave your creatures in the middle of a large clearing, as more than likely, TORQUEMADA will either release FIRE or GOOEY BLOBS.

Wizard movement: Pick up things you regard as jewellery, medicines or weapons to take through the portal with you. Keep a GRYPHON at least near you, better still riding one to protect your wizard.

When the portal appears, make your way steadily to it but don't enter it unless threatened by creatures. Do not enter it because you could still command your creatures to collect treasure for you, or to gain VICTORY POINTS by destroying creatures, and better still, TORQUEMADA.

The portal appears in different positions every game.

UPGRADING FOR LEVEL 2

The wizard: No change needed.

Spells: Upgrade your SELF-DEFENCE weapons and your COMBAT creatures. Buy some SUBVERSION spells: they may come in handy for the Level 2, and you'll almost certainly need a good level 6 spell or so on Level 3.

Creatures: Just make sure you have plenty of 'ard DEMONS and SPECTRES.

IN-GAME (Level 2 — Slayer's Dungeon)

There are many rooms with plenty of weapons. Not much treasure, though. It is possible to cross the molten lake with slight damage of about 5-10% of full energy.

Enemy characteristics: Elbo Smogg can be found to the NORTH (usually) of your start position. Check it out with SPECTRES or DEMONS. When the enemy wizard gets a clear view of you or your creatures he won't hesitate to release magical fire or gooey blobs. Elbo will have released a good many UNDEAD creatures: you will have to use your MAGIC BOLTS and LIGHTNINGS to aid your creatures.

Wizard movement: There isn't anywhere to go, except wait for the portal and let your creatures do the work. Occasionally you may need to aid them with your magic so be prepared. As ever, keep a GRYPHON with you to protect yourself.

Most of the time the portal appears across the lake; you'll first have to walk straight through.

Watch out for invisible creatures. Use creatures to check the area.

More on Levels 3 and 4 next month!

I'm working on maps of *Creatures* for a near-future ish, and *Turrican 2* may well start doing the rounds on the map front (just as I finish the first part's maps — topical eh?), *RoboCop 2* maps, tips and cheats will receive the green light from next ish as well while *Time Machine* continues its maps/solutions stint and a *Golden Axe* photo map could well be in the offing.

That's not to say you lot should put your feet up — keep them coming and a £30 software voucher could wing its way to the best tipper of the month. The address for tips, POKES, maps, cheats, solutions, etc, etc is *Newsfield, Pig in a Poke, ZZAP!, Ludlow, Shropshire SY8 1JW.*

(And remember all you Angels in the Paradise of Eden, D stands for Desire.)

STATE YOUR VIEWS IN THE 1991 ZZAPTIONNAIRE
Win stacks of prizes too!

It's that time of year again, when the ZZAP! crew take to the hustings to find out what you, the readers really think. It's your opportunity to have a real voice on the future of ZZAP! What do you like? What do you want changing? Should Phil grow his moustache back? It's serious stuff, and your views count so take a little time filling in the form below. And even if you're some towel-on-the-head dictator chappie who doesn't believe in democracy, then consider all the prizes to be won. There are five of each of the following to be won; £20 software vouchers, 12 month subscriptions to ZZAP!, ZZAP! T-shirts and ZZAP! caps. The closing date for entries is February 1st.

1. Are you: ❑ MALE ❑ FEMALE

2. How old are you?........................

3. Do you own:
❑ C64
❑ C64GS
❑ C128
❑ Amiga

4. Are you:
❑ AT SCHOOL
❑ COLLEGE/POLY/UNIVERSITY
❑ WORKING FULL TIME
❑ WORKING PART TIME
❑ UNEMPLOYED
❑ OTHER..............................

5. If you work, what is your occupation?
....

6. What is your weekly income?
❑ up to £5 ❑ £5-£10
❑ £10-£30 ❑ £30-£100
❑ £100-£200 ❑ £200 plus

7. On average, how many other people read your copy of ZZAP!?
....

8. How do you get ZZAP!?
❑ SUBSCRIPTION
❑ RESERVED AT NEWSAGENTS
❑ OFF THE SHELF
❑ OTHER

9. What other computer magazines do you buy?
a)..............................
b)..............................
c)..............................
d)..............................

10. How would you mark the other magazines out of ten?
a) ❑ /10
b) ❑ /10
c) ❑ /10
d) ❑ /10

11. Apart from games, what else do you use your computer for?
....
....

12. Do you intend to buy a new computer or console in the next 12 months?
❑ YES ❑ NO
If yes, what model?
....

13. Do you intend to buy a peripheral for your computer in the next 12 months (a printer, monitor or suchlike)?
❑ YES ❑ NO
If yes, what?..............................

14. On average how much do you spend on software every month?
❑ £2-£5 ❑ £5-£10
❑ £10-£20 ❑ £20-£30
❑ £30 plus

15. What sort of software do you buy more of?
❑ BUDGET ❑ FULL PRICE

16. Where do you usually buy your software?
❑ SPECIALIST COMPUTER STORE
❑ CHAINSTORE (WH SMITHS, MENZIES, ETC)
❑ MAIL ORDER
❑ OTHER..............................

17. What is the major influence on your buying decisions
❑ ZZAP! REVIEW
❑ OTHER MAGAZINE REVIEW
❑ ADVERTISING
❑ WHO PROGRAMMED IT
❑ SOFTWARE HOUSE
❑ BECAUSE IT'S AN ARCADE, FILM, ETC LICENCE
❑ PLAYABLE DEMO ON COVER CASSETTE

18. What's your favourite game style? Mark in order of preference, 1 is most favourite, 9 is least favourite.
❑ ADVENTURE
❑ ARCADE ADVENTURE
❑ DRIVING GAME
❑ SHOOT-'EM-UP
❑ PUZZLE
❑ SPORT SIMULATION
❑ OTHER SIMULATION
❑ RPG
❑ STRATEGY
❑ OTHER (please specify)..............................

19. Award marks out of ten for the following ZZAP! features...
.......Advertisements
.......Reviews
.......Previews
.......Compos
.......Phone-in compos
.......Rrap
.......Budget
.......Pig In A Poke
.......Zzuperstore
.......Megatape
.......Word
.......Game Diaries (eg Creature Feature)
.......Think Tank
.......Programmer Interviews

20. Would you like some non-game software/hardware coverage in ZZAP!, ie music software, keyboards, disk drives etc.
❑ YES ❑ NO
comments..............................
....

21. Please rate ZZAP!'s coverage of software out of ten in....
❑ /10 PREVIEWS
❑ /10 REVIEWS
❑ /10 NEWS

22. Do you like the review style?
❑ YES ❑ NO

23. Are the reviews long enough?
❑ YES ❑ NO

24. Are there enough screenshots?
❑ YES ❑ NO

25. Are the comments detailed enough?
❑ YES ❑ NO

26. Do you think Amiga and C64 reviews should be separated?
❑ YES ❑ NO

27. How often do you agree with the ratings?
❑ ALWAYS ❑ MOST OF THE TIME ❑ NEVER

28. Which of the following subjects to you object seeing in ZZAP!?
❑ Adventure games
❑ Amiga
❑ Arcades
Other..............................

29. What do you like on the cover cassette? Please mark in order of preference, 1 is your most favourite and 4 is least favourite.
❑ EX-FULL PRICE GAMES
❑ ORIGINAL GAMES
❑ PLAYABLE DEMOS
❑ POKES

30. Do you like pull-out posters?
❑ YES ❑ NO

31. What are the three best software houses?
a)..............................
b)..............................
c)..............................

32. What are your three least favourite software houses?
a)..............................
b)..............................
c)..............................

33. Which of the following do you like doing?
❑ LISTENING TO MUSIC. FAVOURITE GROUP/SINGER
....
❑ WATCHING TV. FAVOURITE TV PROG..............................
❑ GOING TO THE MOVIES. FAVOURITE RECENT FILM..............................
❑ HIRING VIDEOS. FAVOURITE VIDEO..............................
❑ PLAYING SPORT. FAVOURITE SPORT..............................
❑ READING BOOKS. FAVOURITE BOOK..............................
❑ READING NON-COMPUTER MAGS. FAVOURITE NON-COMPUTER MAG..............................
❑ PERSONAL HOBBY. YOUR HOBBY..............................
❑ ANYTHING ELSE?..............................

34. Which chainstores do you shop in?
a)..............................
b)..............................
c)..............................

35. What features of ZZAP! would you get rid of?
a)..............................
b)..............................
c)..............................

36. What extra things would you like to see in ZZAP!?
a)..............................
b)..............................
c)..............................

37. What is the maximum price you would pay for ZZAP! if it had more pages, a boxed cassette with at least four games, and the occasional extra gift?
❑ no more than £1.95
❑ £2.45
❑ £2.99
❑ £3 or more

38. Would you like it if the Megatape was an optional free extra only available to subscribers?
❑ Yes, I'd subscribe
❑ Yes, might subscribe
❑ Wouldn't mind
❑ No, I would hate it!

39. What do think of ZZAP!'s design?
❑ GREAT
❑ GOOD
❑ AVERAGE
❑ SACK YOUR ARTIST!

40. If you had £200 to spend on one thing (non-computer), what would you choose?
....

41. How do you store games?
❑ IN A CASSETTE LIBRARY CASE
❑ IN A DISK BOX
❑ ON A SHELF
❑ IN A DRAWER/BOX
❑ OTHER..............................

42. Do you want a better storage system?
❑ YES
❑ NO

Now cut out this page or make a photocopy and send it to: NEWSFIELD, ZZAPTIONNAIRE, ZZAP!, LUDLOW, SHROPSHIRE SY8 1JW. Get your opinions here by January 1st for a chance to be heard, taken seriously and — of course — winning a fabby prize!

Make sure we know where to send your prize, should you win — fill in your name and address below. All entries will be dealt with complete confidentiality.

Name..............................
Address..............................
..............................Postcode..............................

If I'm one of the 20 winners I would like:
❑ a 12 month ZZAP! subscription ❑ a ZZAP! T-shirt (S/M/L/XL)
❑ a £9.99 game (title:..................) ❑ ZZAP! cap ❑ Phil's moustache

C64 OWNERS ONLY

1. Do you own a disk drive?
❑ YES ❑ NO

2. What do you think of C64 cartridges?
❑ GREAT
❑ OKAY
❑ AWFUL
comments..............................
....

3. How many cartridges do you expect to buy a month?
....

4. On the Amiga do you want...
❑ Some reviews, like now.
❑ Less reviews.
❑ No reviews.

5. Are you planning to buy an Amiga?
❑ YES ❑ NO

violate here

THE PREVIEWS



★ Ocean's brilliantly playable *Pang*, virtually finished and bound to be a big hit. (C64)



★ Use your harpoon to burst the balloons in *Pang*. (C64)

OCEAN

Ocean's forthcoming blockbusters include the C64 cartridge-only version of *Pang*. It looks simplistic, but the Amiga game plays brilliantly — varied and great fun especially with two players. So far C64 *Pang* looks very slick, the backgrounds are colourful and detailed with lots of balloons moving really well.

Ocean's most violent licence, *Total Recall*, is being savagely rewritten on the C64. Programmer Peter Lyons has left and John Meegan stepped in. He is handling the platforms sections, while Andrew *Hot Rod* Routlege is doing the two car chase sections — eight-way scrolling with an overhead view. The backgrounds and sprites are still by Simon Butler, but the sprites have doubled in size to give a more Amiga feel. Presentation screens are by Steve Thompson and absolutely superb. The Amiga version is still being programmed by Fred O'Rourke, but the driving section has been changed completely. It's now side-on, horizontally-scrolling like the car chase in C64 *Batman*. Strangely one magazine has already reviewed the unfinished game with the old-style car levels! Expect reviews of the finished C64 and Amiga games next month.

Shadow Of The Beast looks good, with six layers of parallax scroll above ground, and plays even tougher than the Amiga currently. There may be 25 lives, or it could be made easier. We played it on disk, and boy was the loading painful — thank goodness the finished game will be cartridge only.

Finally we can confirm Ocean have the licence to Williams's *Smash TV*, an overhead-view combat game with around two hundred baddies rushing on at any one time. It's a *Running Man*-style game show scenario with MAXIMUM VIOLENCE, done in *Robotron* fashion. You can pick up a wide variety of weapons, the massive end-of-level monsters are some of the most impressive around. Probe have the daunting task of converting it, with Nick Jones undertaking the C64 game after finishing *Supremacy* for Virgin. Don't expect this one for months and months — maybe Xmas 1991. Another early awaited release will be *Terminator 2*, the game of the new Schwarzenegger movie due out in the summer!

★ The astonishing *Smash TV* coin-op is being converted by Probe Software for Ocean.

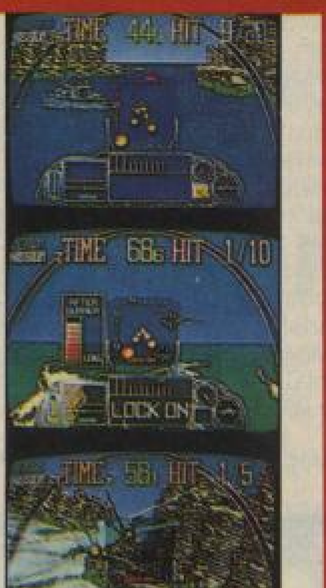




★ Not the computer version of *One Man And His Dog*. It's US Gold's Amiga version of the Sega coin-op *Shadow Dancer*.

US GOLD

US Gold's Sega range is running a little late, but before Xmas expect a duo of conversions. *Line Of Fire* is a stunning *Operation Thunderbolt*-type coin-op, but we've seen absolutely nothing of the conversions so far. *E-SWAT* is an okay coin-op based on *RoboCop*, but C64 and Amiga conversions look somewhat mediocre. Lucasfilm's C64 *Night Shift* conversion should be excellent, though. For the future, Sega's follow-up to *Shinobi*, *Shadow Dancer*, is looking good on the Amiga for early in the New Year. Later in the year expect CAPCOM's *MERCS*, featuring three mercenaries taking on the baddies *Commando*-style — gorgeous coin-op graphics distinguish this one. But the showstopper is Sega's *Afterburner II*, AKA *G-Loss Of Consciousness*, AKA *G-LOC*. And US Gold's big coin-op for Xmas 1991? Probably the excellent beat'em-up, *Final Fight from CAPCOM.*



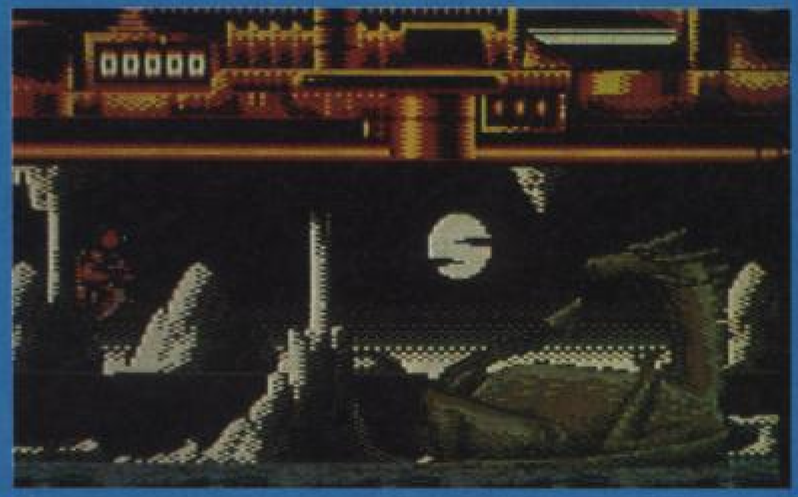
IN THE PIPELINE

At the announcements stage, there's a quartet of sequels: *Pipemania II* (Empire), *Gunship II* (MicroProse), *Populous II* (EA) and *Wizball II* (Ocean).

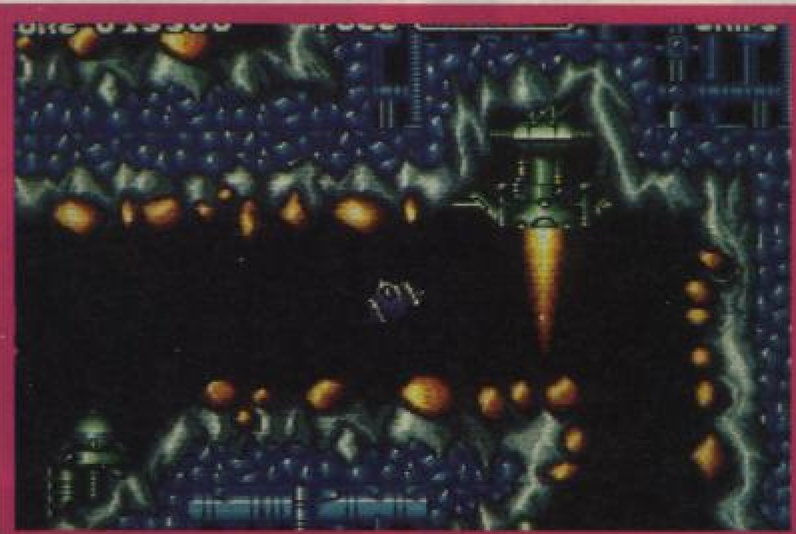
★ Hewson's *Insects In Space* features St Helen covering her modesty with her wings! (Amiga)



★ *Rubicon* from Hewson is a technically impressive all-out arcade game due out in February. (C64)

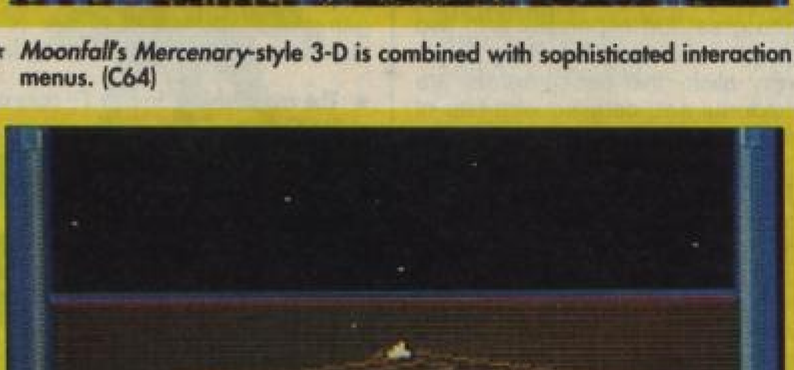


★ *Zarathrusta* is a *Thrust*-inspired game sadly for the Amiga only.





★ *Moonfall's Mercenary*-style 3-D is combined with sophisticated interaction menus. (C64)



★ Hewson's *Moonfall* should please all those C64 *Mercenary* fans disappointed by the sequel being Amiga-only.

HEWSON

For some weird reason, Hewson seem to be targetting February as the time to overwhelm the industry, with five great looking games. *Moonfall* is set on a moon in the distant star system called Wolf 359. The starship Daedalus I has crash landed and the crew taken prisoner. You must rescue them, undertaking missions for various warring factions. There are eight missions in all, a large planet and fifteen underground locations. The C64 games boasts 3-D vector graphics running at 17 frames per second, while the Amiga has solid 3-D will shading.

By contrast *Rubicon* seems to be a straightforward horizontally-scrolling shoot-'em-up. In 2011 a nuclear accident on Koala Island produces hideous mutants which must be destroyed. There's two layers of parallax scrolling, plus five levels of 64 sprites on screen at one time. The Amiga boasts 32 colours on screen.

Zarathrusta is an Amiga-only game inspired by *Thrust* loads of new and novel features are planned. The much delayed *Nebulus 2* may slip back to early April, but is looking very good, a brilliant mix of cuteness and playability. And finally there's the Amiga conversion of *Insects In Space*, a naughty but nice game in the classic *Defender*-style. The well-endowed and nude angel St Helen must battle the insects and rescue the babies!

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ZZAP! COMP

the cuddly creatures comp!



BERT FUZZY: Eh? What's a bike got to do with *Creatures*?
BILL WUZZY: Erm, well on one of the game's torture screens there's a fat creature who cycles to generate electricity to drive the circular saw which slices Chaz in half.
BERT: Highly logical, Bill.
BILL: Apart from that, I reckon most folks would rather win a bike than a fluffy creature — especially one that's already been sliced up!
BERT: What, a sliced bike?

Somehow, in between writing the 'Creature Feature' game diary, stuffing themselves at Burger King, and going out nightclubbing, the Apex boys managed to finish programming *Creatures*. Surely one of the cutest games of all time, *Creatures* stars the one and only Clyde Radcliff who has to rescue his Fuzzy Wuzzy friends from a variety of fiendish torture devices.

However, even with the thumbscrews on, when we asked ever-generous Thalamus to do a competition they said, 'On yer bike!' So that's the first prize in this crazy comp! Of course, a Gold Medal-winning game deserves the best kind of bike around. A rusty old tandem just wouldn't do; it had to be a mega-tough mountain bike, equipped with 21-speed Hyperglide gears, Shimano brakes, wishbone forks, and Quick Release sealed hubs. 15 runners-up will get copies of *Creatures* (C64 or Amiga — state which machine you own).

Ah, but what do you have to do to enter such a crazy, radical, electrifying, amazing, terrific, unsurpassable, ravishing, entertaining, splendiferous comp? Simple — ring this number:

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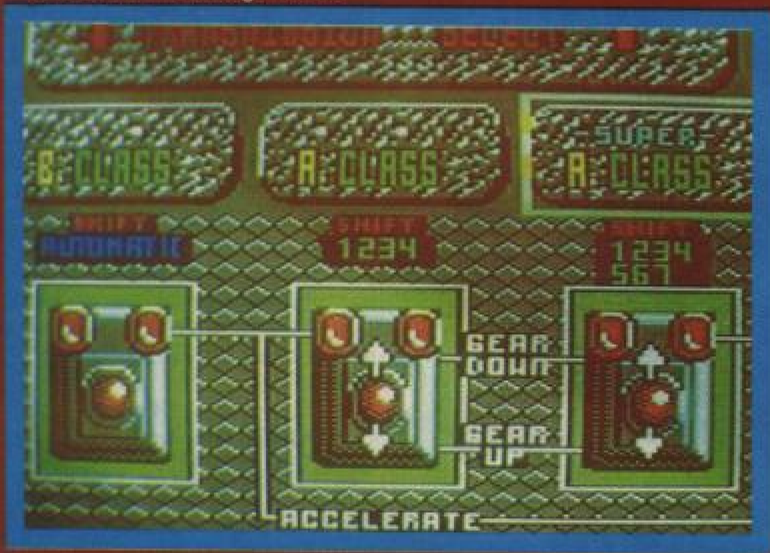
Usual competition rules apply and entries must reach us by January 24, at the latest.

win!

US GOLD ROARS ONTO THE RACETRACK AGAIN!!



★ The selection screen allows you a choice of gearboxes; choose seven and the cars go faster!



★ Graphic artist Nick Cook shows off his stuff. The finished loading screen might have animated cars!



With a Sizzler conversion of the potential number one for Christmas under your belt it's all too easy to rest on your laurels. But *SCI* programmer Grant Harrison has again been called upon by Probe to tackle an *impossible* coin-op conversion, this time for US Gold. Sega's *Super Monaco GP* combines the realism of *Hard Drivin'*'s manual gears with the renowned speed of Sega coin-ops. Due on your C64 about March time, ROBIN HOGG spoke with Grant about the racing spirit.

Another racing game so soon after *SCI*: too much too soon, don't you think? How long have you had this time?

'I've had about 16 weeks and I've got until the middle of December to finish it. It's about right — with *SCI* it was quite tough suddenly finding out it had to go on cartridge. I knew about the *Monaco* conversion five or six weeks before finishing *SCI*. Unfortunately I'm getting royalties from *Murder* only, you always find with coin-op conversions that there's a straight sum only since there's always third parties involved.'

The basic road routine techniques, or at least the approach to programming, must be already in there with *SCI* and *Turbo* before it, I take it?

'A lot of it is, at least the ideas were and I didn't have to sit down beforehand and work it all out from scratch. But the road routines have been rewritten to allow for the first-person perspective, screen size and the mirror at the top. You've got about eight or nine characters for the dashboard with three characters for the mirror and then there's the revs counter on the left. I'm trying to get as much as possible on screen without losing process time.

'As for memory allocation, well the sonics are going to be stuck in at the end. It's still at the stage where everything's place is not totally defined, there's about 40K for the graphics including those of the road effect itself; the actual road routine is quite minimal. I'm writing a routine to strip it down to allow for more graphics and sound effects. The Maniacs of Noise could be doing the music.'

A first-person view is different to the norm, how are you coping with a lower viewpoint?

'That's working quite well, because there isn't as much road to calculate, it runs faster than *SCI* but you lose some of the processing time having to calculate for the mirror at the top of the screen so they tend to balance one another out. The mirror isn't a problem as it's a mini-version of the road ahead, but in reverse.

'At the end of a project I tend to analyse what been's done and often think it could have been faster. Looking at it now, *Monaco* WILL be faster than *SCI*, the way the background is built up and the road bars create a convincing sensation of speed.

'The biggest thing to do now is to get as many cars on screen as possible. The multiplexor is going to have to work overtime to do it: there'll be more than one or two cars

but when there's one car close up it'll have to cut down on the overall number of cars on screen because of the number of sprites needed for it. If you've got five cars in the distance and one car pulls back, one will go forward to compensate: there's an internal counter to keep track of the cars round the course. The tunnel and the cars are going to have sparks coming out the back.

'There's one track in the coin-op, and on the Genesis [Sega Megadrive] version they had more memory so they put in extra tracks and wet conditions. If at the end of the development we have memory left there may well be extra tracks and I'd like to have the wet tracks, I don't know at the moment.'

The cars were digitized in the coin-op, how are you getting round this?

'If you have digitized graphics then there's too much on the sprite definition front for it. They're not digitized on the Genesis version and it's the same for the C64. The cars aren't much of a problem; the problem is with the side graphics. They're huge graphics in the coin-op and on the C64 they're going to have to be smaller. It'll be closer to the Genesis version with five or six frames of animation for each, more like *SCI*; currently there's about a dozen types of side graphic. I've only played the arcade game once and had the video of the game but mainly I used the Genesis version as it's a duplicate of the Monaco GP track.

'The good thing about *Monaco* is that it's going to be one load. It's quite nice to have a game without reloading or tape access but there will be a load at the beginning where, if you've ever seen the coin-op you'll know what it is: there's a girl in a swimsuit holding up a board with cars behind. That'll be in there.

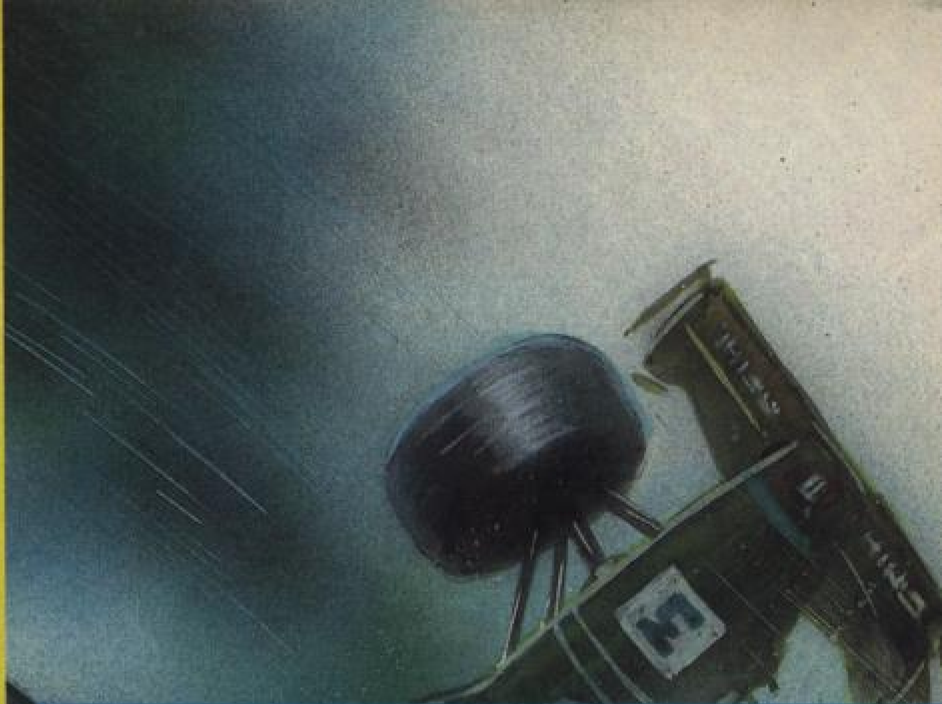
'The game will have three main gear options, automatic, five gear and seven gear options. I originally had it as forward to change gear, back to change down and fire to accelerate but after speaking with US Gold this was changed to forward to accelerate and fire to change up gear and back to change down, which works well.

'There's also the qualification round where you race against one other car to determine your starting position. Then there's the race itself against up to fifteen other cars — it hasn't been decided how many yet.'

After two driving games, will you be doing something different for your next project?

'I'd like to think this is the last racing game I'd do on the C64 as there's been quite a few. [You're telling me! — Rob]. I've a lot of projects in my mind but what I'd really like to do is a cross between arcade and strategy: it's nice to have a bit of both but if I did it, it would have to be on the Amiga.'

***Sega Super Monaco GP* is planned for a March release by US Gold on the C64 (£10.99 cassette/£15.99 disk) and Amiga (£24.99). A C64 cartridge version is under discussion.**







● US Gold, C64 £10.99 cassette, £15.99 disk; Amiga £24.99



CHIP'S CHALLENGE

Chip McCallahan isn't the most likely of high-tech heroes. Nerd of the first order and *TOTAL* computer addict, Chip has a problem with computers, namely he can't get enough of them. With computers on his mind 23 hours a day (with 1 hour to recharge his batteries) Chip has little time for the real world and girls, Melinda the Mental Marvel being the only source of his admiration in between hacking. When Melinda came up to him in a café and offered him membership to the exclusive Bit Busters computer club, well, Chip jumped at the chance to join (and to get the chance to discuss the intricacies of interfacing with Melinda as well).

To join the club, Melinda set the challenge for Chip to work his way through 144 of the most intriguing, brain-bending, hair-tearing, mind-boggling puzzles devised for computer freaks. Chip's task begins relatively easily with a number of 'lesson levels' showing him the ropes and introducing objects to use to overcome obstacles. On most levels our silicon saviour has to collect a number of chips and then find the exit. Coloured keys are the basic objects to pick up and are used to open correspondingly coloured doors while switches activate sliding doors, deactivate fireball-making machines and push deadly tanks into safe positions.

The problems really start piling on with the arrival of fire, water and ice hazards. Fire and water can only be safely negotiated when Chip holds the relevant shield, while without spiked boots ice is very slippery! There are also one-way conveyor belts — disabled with a magnet. Water can sometimes only be crossed by pushing dirt blocks into it to build a bridge. Some levels are divided into sections, linked by teleports. And to really throw a spanner in the works, there are thieves around who are quite willing to relieve Chip of all the objects he carries.

If Chip really gets stuck then a question mark tile found at the level start can be stood on to give a cryptic clue towards completing the level. A password system allows Chip to restart on any level reached so far.

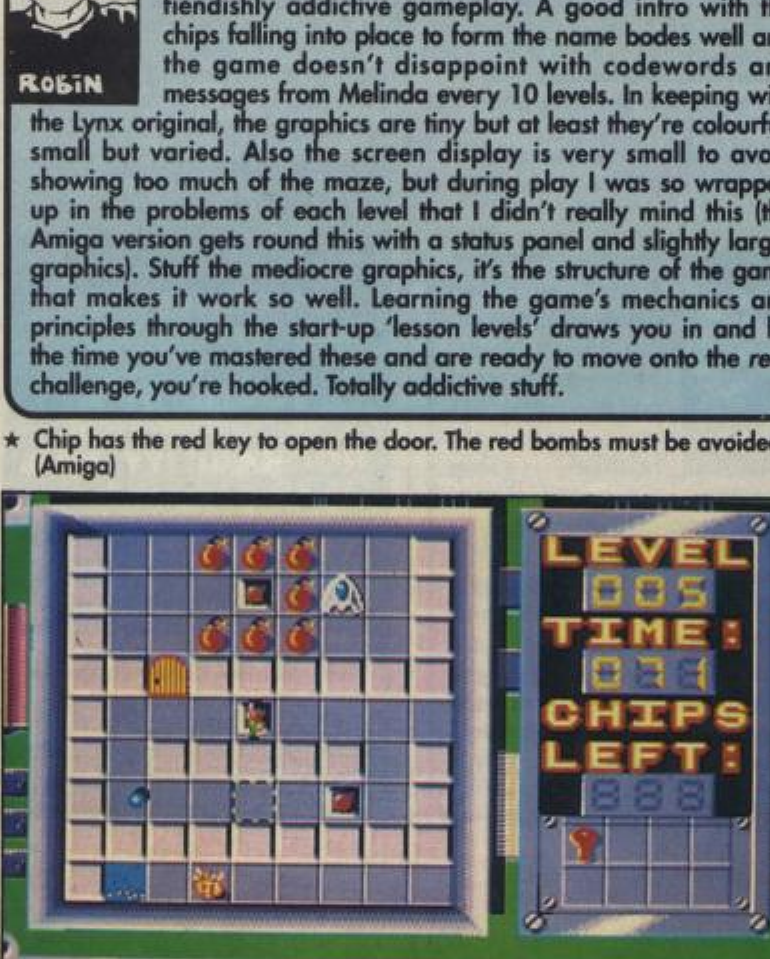


Atari Lynx games are few and far between but those that are around are excellent, including *Chip's* which features some incredibly complex puzzles and, of course, fiendishly addictive gameplay. A good intro with the chips falling into place to form the name bodes well and the game doesn't disappoint with codewords and messages from Melinda every 10 levels. In keeping with the Lynx original, the graphics are tiny but at least they're colourful, small but varied. Also the screen display is very small to avoid showing too much of the maze, but during play I was so wrapped up in the problems of each level that I didn't really mind this (the Amiga version gets round this with a status panel and slightly larger graphics). Stuff the mediocre graphics, it's the structure of the game that makes it work so well. Learning the game's mechanics and principles through the start-up 'lesson levels' draws you in and by the time you've mastered these and are ready to move onto the *real* challenge, you're hooked. Totally addictive stuff.



A typically compulsive Lynx game, *Chip's* has been faithfully converted on both machines. But don't be put off by the tiny C64 play area, or the rather simple Amiga graphics: it's the incredibly addictive action that matters. 144 well-thought-out and extremely varied levels (plus five hidden ones!) provide a huge, enjoyable challenge — with the password system avoiding the frustration of level repetition. Some of the levels are incredibly devious, requiring a great deal of logical thought to get past the various hazards. Others are simply a race against the clock. *Chip's* is so much more than the simple maze game it first appears to be: it's a veritable box of puzzling delights that will fascinate and keep you up on many a winter's night. This is one challenge you can't afford to ignore.

★ Chip has the red key to open the door. The red bombs must be avoided. (Amiga)



amiga

PRESENTATION 85%
Same as C64.

GRAPHICS 78%
Simple but attractive.

SOUND 71%
Pleasant tune.

HOOKABILITY 85%
Instantly addictive.

LASTABILITY 88%
A big challenge that's hard to leave alone.

OVERALL 86%
A fascinating conversion.

C64

PRESENTATION 88%
Nice intro and excellent password system. Messages from Melinda. Inobtrusive multiload.

GRAPHICS 78%
A small display. Plenty of variety, though.

SOUND 73%
Good tune.

HOOKABILITY 85%
Good introductory levels get you hooked...

LASTABILITY 88%
...onto one of the biggest challenges ever.

OVERALL 86%
Tremendous puzzling fun.

• Audiogenic, C64 £10.99 cassette, £14.99 disk

EMLYN HUGHES ARCADE QUIZ



★ Your cursor is being pushed perilously near the 'lose' bar.

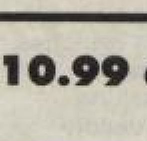
He's Emlyn Hughes and he knows it! Of course, our Em's already had his own computer footy game. So his second licence is a bit different, a general knowledge quiz to tackle your brain.

The game board continually scrolls right, pushing your counter nearer the left hand-side 'lose' bar — you must get to the 'win' bar on the right. Some of the board squares are empty and can be moved across at will; others, like rising pyramids and spinning diverters, hamper your progress. Question squares give you a multiple choice question which must be correctly answered to proceed. Other squares contain bombs to destroy question squares and inverters which mean you must get the questions wrong! Along the way, you'll also find coins to collect — at the end of the level these must be won by answering several questions within a time limit. Cash must be won as there's an entry fee for each level.

At the end of eight levels there's the 'master game' — a grid of question squares where six gems are hidden.



The 'arcade' element of *Emlyn* is a nice touch, adding some originality to a tired format, but unfortunately the graphics are Spectrumesque. As with most quiz games it's good fun initially, especially if some friends are there to shout help and criticism, but the questions soon wrap around. It's also less than inspiring playing for 10p pieces, the pub feel suggesting *Pub Trivia Simulator*, which is about as good for a mere £2.99.



I like a good quiz game and the questions in *Emlyn* are challenging enough — at least the first time around. The game's 'arcade' element is more a tactical one: choosing a route across the board to get the most money without taking too much time — things can get really hairy when you're continually being edged towards the 'lose' bar. Nonetheless, *Emlyn*'s appeal is strictly short-term: although it kept me entertained for an afternoon, I managed to get to the last screen in just a handful of attempts.

PRESENTATION 42%
Extra question blocks to load.

GRAPHICS 45%
Functional plan view.

SOUND 40%
A few little tunelets.

HOOKABILITY 68%
Quite fun at first...

LASTABILITY 44%
...but soon gets repetitive.

OVERALL 54%

Overpriced quiz game.

• Audiogenic, C64 £10.99 cassette, £14.99 disk

HELTER SKELTER

Billy and Bobby are balls who just love to bounce. Of course, even bouncing against a wall can get boring after a while so the two balls like to do something more exciting. Yes, they like to squash monsters by landing on them in 80 wall and platform-filled screens. However, the monsters must be squashed in the correct order (an arrow points at the next one). Squashing the wrong monster results in him splitting into two smaller creatures — making the screen more difficult to complete within the short time limit.

One or two players control a ball by moving left/right and pressing fire to control the bounce — as the ball falls to increase it; as it rises to lessen it. Occasionally, tokens appear: their effects include stopping the timer, freezing monsters and making them all squashable. Collecting the letters E-X-T-R-A earns a bonus ball.

After every ten screens a password is given. A screen designer allows you to create your own screens which can be saved to tape/disk.

★ The next monster to squash is the top-right snake with the arrow above him.





How can anything as frustrating as this be so addictive? Rather like *E-motion*, *Helter Skelter* is incredibly annoying at times, with the tiniest of mistakes punished by the total mayhem caused by creatures splitting into two. Worse still, the control system is also difficult to master with your bouncy ball seemingly having a life of its own, ricocheting wildly around the screen. After a few goes I did manage to get the hang of it but with ever shorter time limits, the later levels proved even more frustrating and I eventually gave up — before my sanity did.



Helter garnered plenty of praise on the Amiga almost two years ago, and this conversion is amazingly faithful using overlays to produce sharp, clear graphics. Gameplay is completely manic, with the most careful laid plans soon disintegrating into utter panic as time runs out. Imaginatively varied levels, a superb screen designer and a great simultaneous two-player game make this a fun game which will appeal to everyone.

PRESENTATION 80%
Simultaneous two-player mode, passwords, easy-to-use screen designer.

GRAPHICS 68%
Simple, but varied backdrops and creatures.

SOUND 54%
Spot FX and some tunelets.

HOOKABILITY 70%
A fairly easy opening to the game makes for rapid addiction.

LASTABILITY 71%
80 screens pose a big challenge, password system avoids repetition.

OVERALL 70%

A fast, fun and playable arcade puzzle.

• US Gold, C64 £10.99 cassette, £15.99 disk; Amiga £24.99

STRIDER 2

Fresh from defeating the evil Red Lord, the athletic Strider now faces an even tougher mission. Horror of horrors, aliens have kidnapped a world leader. 'So what?' asks Strider. 'Why should I bother rescuing some grey-haired politician?'

Perhaps because this world leader just happens to have a 36-24-36 figure? 'Ah, well, now you mention it, I'd be failing in my duty if I didn't!'

So off the cartwheeling hero goes, to battle through five multi-directionally scrolling levels on the planet Magenta.



I love the whole look of the *Strider* coin-op, the imaginative mix of Japanese, Islamic and European architectural styles creates a memorable game. A year on, Tiertex come up with an original sequel: unfortunately the game has a boxy feel and a lack of variety which some nice touches, such as the missiles and birds, can't really compensate for.

On the Amiga, the amount of detail has been increased, but the graphics are designed for the ST and compare badly with *Turrican* or *RoboCop II*. Combine this with a high difficulty level, which sends you back to the start of the level each time, and you soon lose interest.

The C64 game is a bit better — the big, somewhat blocky graphics look unimpressive initially, but they move quickly and there's a zestful feel about it all. Unfortunately on both versions, end-level confrontations are made dull with Strider turning into a sluggish tank-like robot. High difficulty also makes the maze side of things irksome.

★ US Gold's *Strider II* sees our hero climbing ropes while slashing at his enemies with that famous laser sword. (Amiga)



Of course, the place is crawling with energy-draining nasties — including missile-firing robots and deadly flying birds — so Strider takes along a laser gun plus his huge sword (which also comes in useful for slicing bacon — yes, we can exclusively reveal that Strider owns a butcher's shop, currently running a special offer on alien mince!). The hero's incredible gymnastic abilities come in useful for leaping over baddies (doing the obligatory cartwheel — flippin' show-off!) and climbing up ropes, chains or even walls.

At the end of each level, there's a huge mega-baddie, for which Strider can magically change into an armoured robot — its strength determined by how many special icons Strider has picked up during the level.

The five levels are: a large spaceship, two huge towers, underground caverns, a generating station and finally, the alien complex climaxing in a glorious reunion with that world leader — by the way, we were lying about her vital statistics; it is, in fact, Mrs T! 'Aaaarrrrghhh!'



★ Strider dons robo-armour to take on an end-level baddie. (C64)



Sequels are often disappointing but Amiga *Strider II* is a real downer after the impressive original (96%, Issue 54). The glorious range of graphics has been much reduced, Strider himself seems a bit smaller with less animation. The laser pistol is also a bit awkward to use and makes the sword virtually redundant.

Where there should have been a change is the music, it's identical to the original!

Even though the C64 game looks like the disappointing *Black Tiger* with no overlays, it all moves well — especially important for those athletic somersaults which Strider specialises in. Unfortunately both versions' gameplay is dated and unoriginal: it's all up and down and across, exploring unexciting mazes for the route through. The laser sword is still pretty, but overall *Strider II* is a step back, not forward.

C64

PRESENTATION 50%
Interlevel bimbo screen, okay title screen and reasonable multiload.

GRAPHICS 68%
Fast and nicely animated sprites, backgrounds are bland though.

SOUND 42%
The tune was great in the original, but couldn't they do a new one for the sequel?

HOOKABILITY 67%
Reasonable fun, it's always enjoyable doing cartwheels...

LASTABILITY 65%
Five levels provide a substantial challenge, although gameplay variety is limited.

OVERALL 66%

Better than its predecessor, but still not that good.

amiga

PRESENTATION 74%
Lengthy text/icon intro, but no interlevel screens.

GRAPHICS 73%
Detailed backgrounds, some nice imaginative touches but lacking the big ideas of the original.

SOUND 78%
As rousing as before, but why not a new tune?

HOOKABILITY 67%
Level one is a bit dull...

LASTABILITY 64%
...but five levels provide a big, and very tough challenge.

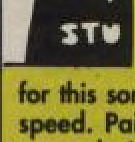
OVERALL 65%

A disappointing sequel.

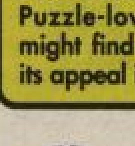
● Empire, C64 £9.99 cassette, £14.99 disk; Amiga £24.99

THE AMAZING SPIDERMAN

The evil Mysterio is holding Spidey's wife, Mary-Jane, hostage in the Rockwell Film Studios. Your friendly neighbourhood web-slinger immediately goes to the rescue. But the route to Mysterio's lair is filled with traps and plenty of energy-draining nasties. Spidey can temporarily freeze these by firing webs which he can also swing from and climb up. Most times though, he simply walks up the wall! Apart from various creatures, the main obstacle to Spidey's progress are the barriers and doors which can only be opened by finding the relevant switches. However, some traps — like electrified floors and spikes — are also activated by switches. Additional hazards include slippery and magnetic surfaces, as well as holographic illusions.



Spidey is an odd little game. The emphasis is very much on the puzzles, switches are scattered all over the place, but for this sort of game you need speed. Painstakingly climbing over chairs and desks soon gets irksome, while the tiny sprites, limited animation and spartan screen graphics mean there's little incentive to persist. Puzzle-loving webhead fans might find this acceptable, but its appeal is limited otherwise.



After Empire's last Marvel game — the appalling *Dr Doom's Revenge* (48%/26%, Issue 60) — *Spider-man* is an improvement, but not much. The webbed wonder is made to look ridiculous, a tiny sprite who crawls over furniture rather than walk past it and regularly falls head-first onto the floor — if it wasn't so hilarious it'd break any Marvel fan's heart! Gameplay-wise, it's simply a matter of exploring, switching switches and webbing the odd creature. Not awful, but hardly Marvellous.

C64

PRESENTATION 44%
Nice 'Spidey Quiz' security system, good loading screen, control options, single load after options selected.

GRAPHICS 38%
Tiny sprites, most of them poorly animated, on spartan backgrounds.

SOUND 44%
Okay title tune, sparse in-game FX.

HOOKABILITY 38%
Uninspiring and sluggish start...

LASTABILITY 44%
...but if switch-puzzles are your kind of thing, there's a big game here for you.

OVERALL 42%

A sluggish puzzle game fails to capture Spidey's charm.

amiga

PRESENTATION 58%
Cartoon strip intro. Save game.

GRAPHICS 38%
The addition of dull backgrounds doesn't really give a 16-bit feel.

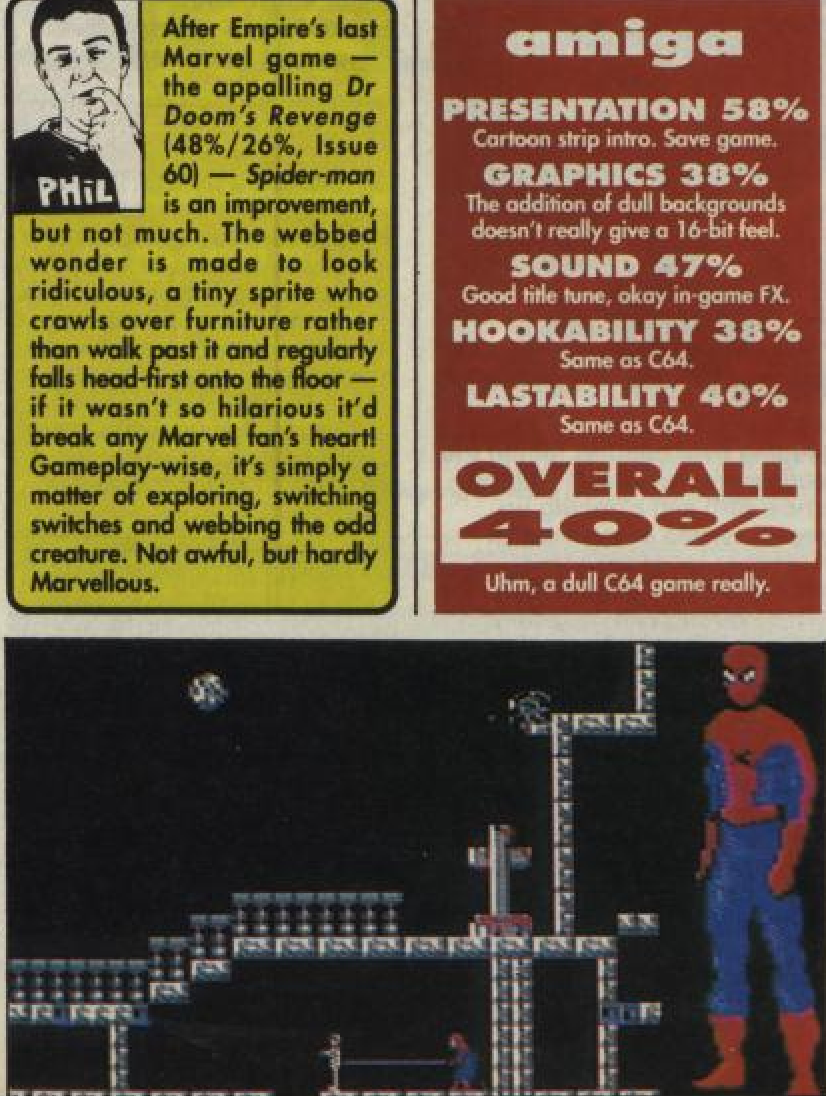
SOUND 47%
Good title tune, okay in-game FX.

HOOKABILITY 38%
Same as C64.

LASTABILITY 40%
Same as C64.

OVERALL 40%

Uhm, a dull C64 game really.





● Domark, C64 £9.99 cassette, £14.99 disk

THE SPY WHO LOVED ME

Once again 007 must save the world, only on the C64 his task has been made easier by the absence of three *Op Wolf*-type sections featured on the Amiga. What's left are four vertically scrolling shoot-'em-ups. Level one sees Bond driving his Lotus while under attack from Stromberg's allies. Avoid or shoot the baddies and collect Q-tiles. Half way through the section the Lotus is exchanged for a speedboat. Level two has Bond back at the wheel of the Lotus, new features being a helicopter and Q-van. Inside the van, Q-tiles can be swapped for additional weapons and the vital sub capability. Once the latter is bought the Lotus can dive off a pier for Level 3. This has the Lotus battling divers and subs on its way to blast Stromberg's base. After this, Bond gets on a wetbike to take on a variety of boats and ships.



What went wrong? Dropping the *Op Wolf*-type stages may save multiloading hassle, but certainly doesn't help variety or lastability. Couldn't Domark have kept one such scene to finish the game? The vertically scrolling levels are as slow-paced as their Amiga counterparts, but lacking that version's graphical detail and variety. The underwater section is probably best, but the wetbike scene is very repetitive, as is the game as a whole — wrapping around once finished. All in all, a missed opportunity.



C64 *Spy* turns out to be a disappointment with jerky scrolling, sluggish car movement and a far too laid back game pace. There's a jet bike and underwater scene in there but there's simply not enough action. As for the 'tune', oh dear. Quite where all the cars went from level one I'll never know, and what happened to the *Operation Wolf* style screens? To make it a single load, *Spy* has been trimmed dramatically, leaving too few levels with repetition ruling.

PRESENTATION 42%
No multiload, but otherwise disappointing.

GRAPHICS 63%
Some nice mega-baddies on Level 3, but generally sparse, undetailed and disappointing.

SOUND 39%
Limited FX and an optional, but poor 007 theme rendition.

HOOKABILITY 45%
Level one is possibly the worst, with its latter half requiring some painfully slow manoeuvring.

LASTABILITY 36%
Later levels are better, but lack of variety means you're unlikely to persist.

OVERALL 38%

An uninspiring and unambitious conversion. *Licence To Kill* was much better.

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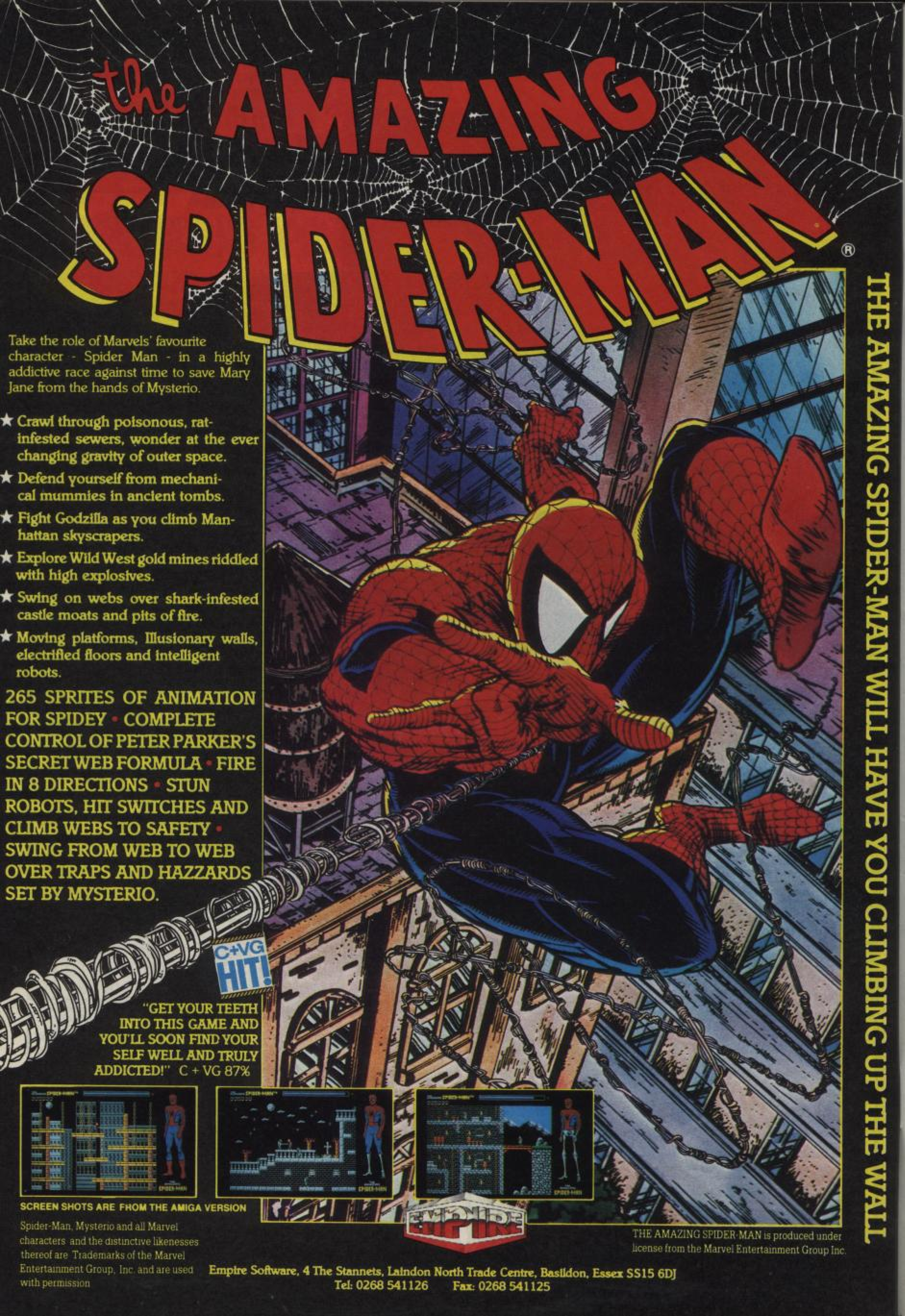
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● Millennium, Amiga £24.99

JAMES POND: UNDERWATER AGENT



★ Pond returns to his homely cottage to retrieve a useful item.

Pond raised an eyebrow. He had only just escaped from a dinner appointment with the evil Dr Maybe's pet pussy! But he knew the seas weren't yet safe from the wheelchair-bound Doctor.

Pond has twelve missions to attempt, most requiring him to rescue a number of trapped sea creatures or valuable artefacts. He must also battle against the scourge of pollution: 'A View To A Spill' involves blowing up an oil rig by placing dynamite at its base, while in 'Leak And Let Die' leaking oil tankers must be patched up with pieces of sponge!

In all levels, James faces great danger from fellow sea creatures who drain his 'fishometer' on contact. It's just as well Double Bubble Seven can blow bubbles to trap enemies, and then destroy them by bursting the bubble to reveal one of several bonus objects (watch out for exploding bombs and sticky glue, though!). Friendly starfish can also be collected to replenish Pond's fishometer and improve his speed and bubble power.

Cleverer still, Pond can go into secret caverns or even jump out of the water to collect things, though his fishometer is temporarily drained. James can also return down the level entrance pipe and visit his cottage where useful objects can be stored and retrieved — including a helmet allowing him to breathe above water, and a pair of shades enabling him to see normally invisible jellyfish.





James Pond's greatest asset is definitely its light-hearted humour with Pond a true star: one of the most endearing heroes I've seen in ages. Then there are the fish mutated by radioactive waste, Union Jack-wearing lager louts to knock out with toxic waste canisters, and Pond even getting drunk when he collects a bottle of whisky — swaying uncontrollably with glazed eyes; well he *is* legless, after all! (Groan! — Ed) The basic concept of retrieving objects/creatures isn't all that innovative but each of the twelve missions holds its own special surprises along with plenty of new enemies to see — such as Bluebeard, the ghostly pirate on level four. Well-animated, characterful graphics and several catchy tunes add to the game's overall charm.



Great! Action, suspense and a macho hero even if he is a fishy character! Aside from the simply superb attention to detail in the graphics, the many jolly little tunes and the smile-inducing watery sound effects, *James Pond* is a challenge-and-a-half with 12 missions. The wonderful thing is that the missions are widely different in style and gameplay. Whether you're dynamiting oil platforms, saving fishes or liberating lobsters, it's all done with the emphasis on fun! Add to this a great variety in the graphics and you're playing one of the most entertaining games for a long while. You certainly face a new, absorbing and highly humourous challenge with each new level. It reminds me of *Scuba Dive* but it's all so much better as there's decent, Amiga-quality graphics and fast paced action, all very professionally done. What's more it's all so rewarding as the programmer has thrown in loads of effects (the secret bonus screens have their own pieces of music, there's hidden lives, mega-bonuses, secret objects to collect and countless other effects to discover) and this really made the game for me. I love this one LOADS! Admittedly it's not totally original as you can't really get away from the Bondness of it all: the mood, the action, the tench-sion, the Jimmy Bond soundalike tunes, it's all here. I could carp on about this one for ages, water ace game! (Aaaarrrgghh! — Ed)

C64 update
A C64 version is currently under consideration.

PRESENTATION 70%
MGM lion-style intro, pre-mission on-screen instructions, high score table.

GRAPHICS 87%
Cute and colourful with great attention to detail and plenty of variety throughout the levels.

SOUND 85%
A choice between some very good tunes or extended FX.

HOOKABILITY 86%
Highly enjoyable underwater action, although it's surprisingly tough.

LASTABILITY 84%
12 varied missions provide a big challenge, though repeating early levels could be offputting — a password system would have been welcome.

OVERALL 85%
Fabulous fishy fun.

● **Virgin, Amiga**
£24.99



GOLDEN AXE

The fun thing about coin-ops is that their scenarios are so vague, so forget all mention about Golden Axes and such like. According to the intro sequence, his majesty and the princess have been taken by the 'Death=Adder', so you must revenge them as well as your relatives. The game begins in a temple where you may choose between barbarian Ax Battler, amazon woman Tyris Flare and dwarf Gilius Thunderhead. Each of these have lost family members to the dreaded Death Adder and are dedicated to his overthrow.

From the temple their quest will take them across many bizarre lands, each teeming with Death Adder's minions. Skeletons, amazon women, giant sumos armed with hammers, massive knights in armour and numerous other fiends will oppose you. Some ride dangerous beasts, such as fire-breathing dragons and 'chicken-leg' creatures with vicious swinging tails. If you can knock the riders off, you can mount the creatures yourself.

Each character has three lives, with each life having three energy units. Every so often thieves come on screen — hit these to grab their potions. Green thieves' potions restore energy, blue thieves' potions provide magical energy. Magic is a sort of smart bomb which can be activated at any time, the more potions the more powerful the effect — the graphics are also different. Tyris's fire magic transforms into a huge flame-breathing dragon's head at full power! Gilius has lightning magic, while Ax uses explosives.



Whereas the C64 version was virtually a work of art, a sumptious feast of superlative backgrounds and genuinely magical magic, the Amiga game is a more workmanlike effort. All the character sprites are very nicely done, move quickly and have a massive amount of moves — it's great how they throw baddies who've been broken down. There's also the two-player mode, which adds a lot, three enemies attacking at once and the chicken-leg creatures — all of which makes for a game which fairly accurately recreates the basic coin-op. On the negative side the background graphics are weak in places, while the magic is abysmal by comparison with the C64. Difficulty is set so that reaching level four is easy on your first attempt in two-player mode, but one-player mode is harder and while completing the game shouldn't take too long, getting a high warrior grade is harder. All in all, a pleasant-looking, nice-playing conversion of an imaginative beat-'em-up which fans will like, and is worth a look from anyone. My favourite Amiga beat-'em-up so far.

★. The dwarf performs a flying headbutt.





Though nowhere near as technically impressive as the C64 game, Amiga *Golden Axe* benefits greatly from the simultaneous two-player mode. As in *Shadow Warriors* it's possible to hurt your partner — easily done by accident during the hectic fighting, or sometimes on purpose in the rush to get potions and food! (Don't I know it! — Ed). Even with a clumsy colleague (You! — Ed), the game is definitely more fun with two players, although it's made a lot easier — Stu and I got well into the game on our first attempt. Thankfully then, playing solo is considerably more challenging with effectively double the number of well-animated enemies to fend off. As with the C64 version, my favourite part of the game is riding the creatures, especially the fire-breathing dragon — great for roasting your 'colleague'! Generally good graphics — apart from the unbelievably crude magic effects — and a nice soundtrack complement some highly enjoyable hack'n'slay action.

PRESENTATION 76%
Pics of main characters, simultaneous two-player warrior evaluation stats, interlevel map and temple character-choosing scene. Disk access surprisingly frequent but very rapid.

GRAPHICS 82%
All the characters and creatures look good, nicely detailed and well-animated. Backgrounds are okay to good, but magic is disappointing.

SOUND 75%
Mediocre title tune, pleasant soundtrack can be turned off, okay FX.

HOOKABILITY 86%
Extremely easy to get into, great fun with two players.

LASTABILITY 70%
Getting to the end with two players isn't too difficult and coin-op isn't packed with amazing variety. Good to play though.

OVERALL 78%

A good conversion of a good coin-op.

● **Lucasfilm/US Gold, £24.99**

NIGHT SHIFT

Forget Kenner and Palitoy; Industrial Might and Logic are the toymakers to watch. Their bizarre factory produces a whole range of Lucasfilm toys, from R2-D2 to the *Loom* creatures. The assembly line begins with raw materials and finishes with the toys being packaged. There are machines to do everything, but on the night shift there's only one worker to correct mistakes: yours truly, either Fred or Fiona Fixit. If you earn enough money an intermission screen shows your worker buying goodies. But if you fail to meet toy quotas it's the sack!

The sprawling production line is informally known as the BEAST! It stretches over four screens, push-scrolling vertically. Raw materials are piped in at the top, where they need to be heated to the correct temperature in a massive glass flask. Use a match to light the Bunsen burner, then select the right setting. There's also a plug on the raw material feeder and a bolt on the resin mixer which tend to work loose. Once all this is working, blocks of plastic are sent down the line. There's countless conveyor ~elts, all of which must be moving in the right directions.

Along the way, the plastic blocks are punched into doll shapes, each doll coming in two halves. On later levels they need to be painted. You have to mix the right colour, as well as ensuring the paint sprays and drying fans are on. After being painted the dolls have to be put together — all too often legs are on top of heads, or two heads together! Then there's Quality Control, a bike to generate electricity and packing cases at the bottom.

All these elements make for a pretty sophisticated production line with a natural tendency to go wrong at almost every point. You have to scurry up and down the line correcting the faults, as well as being harassed by a lemming and an accountant who hits you over the head with some bills. This leaves you stunned for a few seconds, as does falling too far.

Naturally you have a toolbox: down and fire to access it with left/right scrolling through items such as a wrench, match, balloon (to go up the Beast quicker), umbrella (to go down quicker), vacuum cleaner (to suck up the lemming) and venus flytrap (to eat the lemming!). All of these items can only be used once, so you have to keep an eye out for more to collect.



The great thing about this game is how more and more factors are introduced with each new nightshift. Moreover you can never tell where faults are going to develop: each time you play a level it's a little bit different than the last time. Combined with a permanent high score table there's a big incentive for going back to the start to clock up mega-earnings. But if you haven't got that long to play, you can use the fruit machine password system to go to whichever level you want.

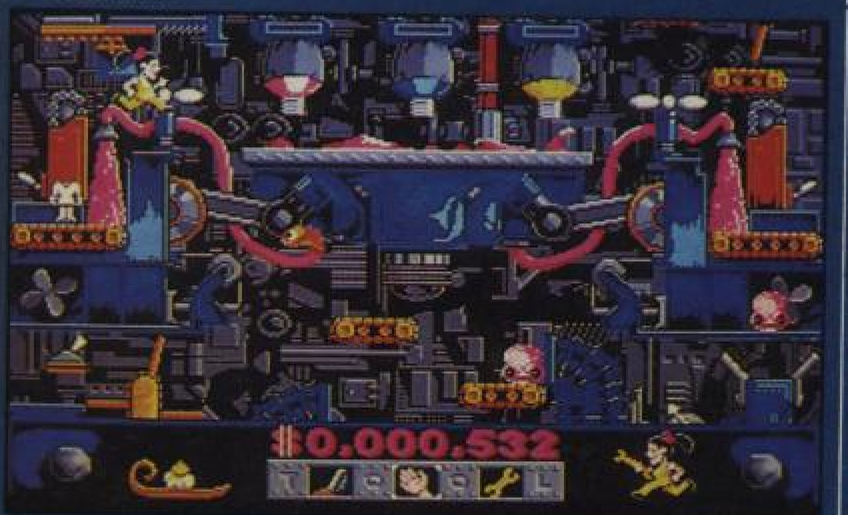
The graphics are initially a little confusing, and also clearly betray their EGA PC origins with not much in the way of subtle shading. But unlike *Loom*, which cries out for Amiga graphics, this doesn't matter here. Sound is impressive with a great industrial soundtrack.

All in all, this is one of the most playable Amiga games this month.



This is one of the most compulsive games I've played in ages. There always seems to be something going wrong on the production line, so seeing properly finished dolls emerge is very satisfying (while the muddled-up rejects are often amusing — like C-3PO's head on R2-D2's body!). It's all marvellously hectic fun with later levels adding even more machinery to juggle with. Thankfully, the password system avoids frustration, the only slight annoyance being the lengthy interlevel disk accessing.

★ Mixing the paints for the toys. The showers are on, but are the drying fans below them?



★ Fiona Fixit in a mess, with *Maniac Mansion's* Razor having her head put on a stormtrooper body.



C64 update
The smart-looking C64 version will be reviewed next issue.

PRESENTATION 83%
Level password system, animated reward scenes, save-to-disk high scores and production briefing. Lengthy disk accessing between levels.

GRAPHICS 85%
An extremely complex production line somehow manages to be amusing, interesting and constantly changing. Characters are cute too!

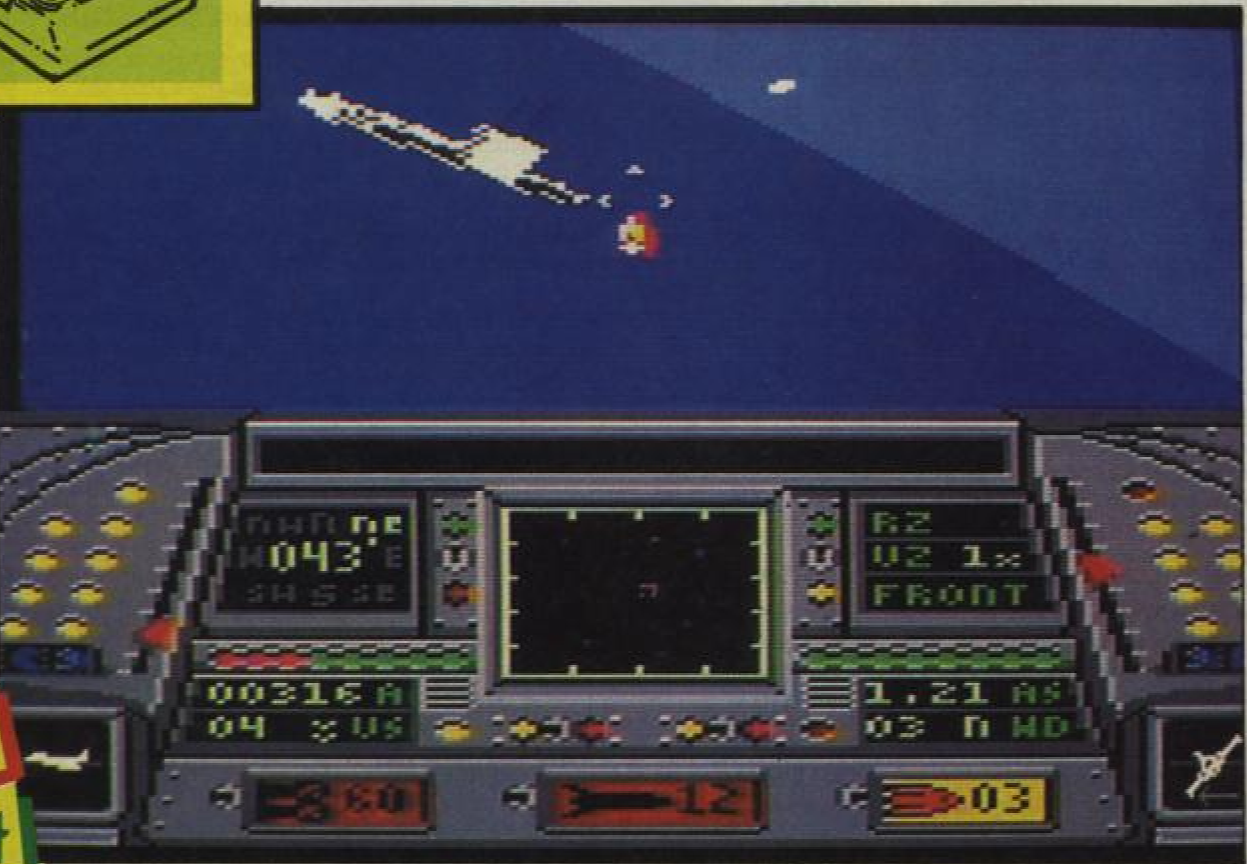
SOUND 79%
A variety of tunes, plus a continual industrial soundtrack.

HOOKABILITY 84%
Takes a little getting used to, but a demo and an easy level one soon get you hooked.

LASTABILITY 92%
30 levels, introducing more and more new elements.

OVERALL 89%

Working in a toy factory really is as good as your kid brother dreams!



● Epyx/US Gold, C64 £9.99 cassette, £14.99 disk; Amiga £24.99

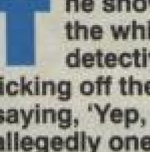
Snowstrike

The snow in question is the white powder TV detectives are always licking off their fingers and saying, 'Yep, it's cocaine!' It's allegedly one of the world's biggest businesses and the American President has decided to do something about the people behind it — ie bomb them!

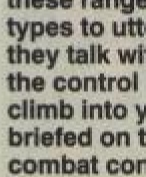
Unfortunately the drug lords are based in other countries, so it's time to call in Oli North for some more covert, illegal operations in South America. And maybe Saddam Hussein will pay for them, rather than the Ayatollah last time around.

There are ten missions planned, five launched from a land base, five from a carrier. One amusing touch is that you can choose your own co-pilot: these range from Ramboesque types to utter cowards, and they talk with you via text on the control panel. Once you climb into your jet you can be briefed on the weather and combat conditions. Targets include drug factories, transports and even an aircraft carrier!

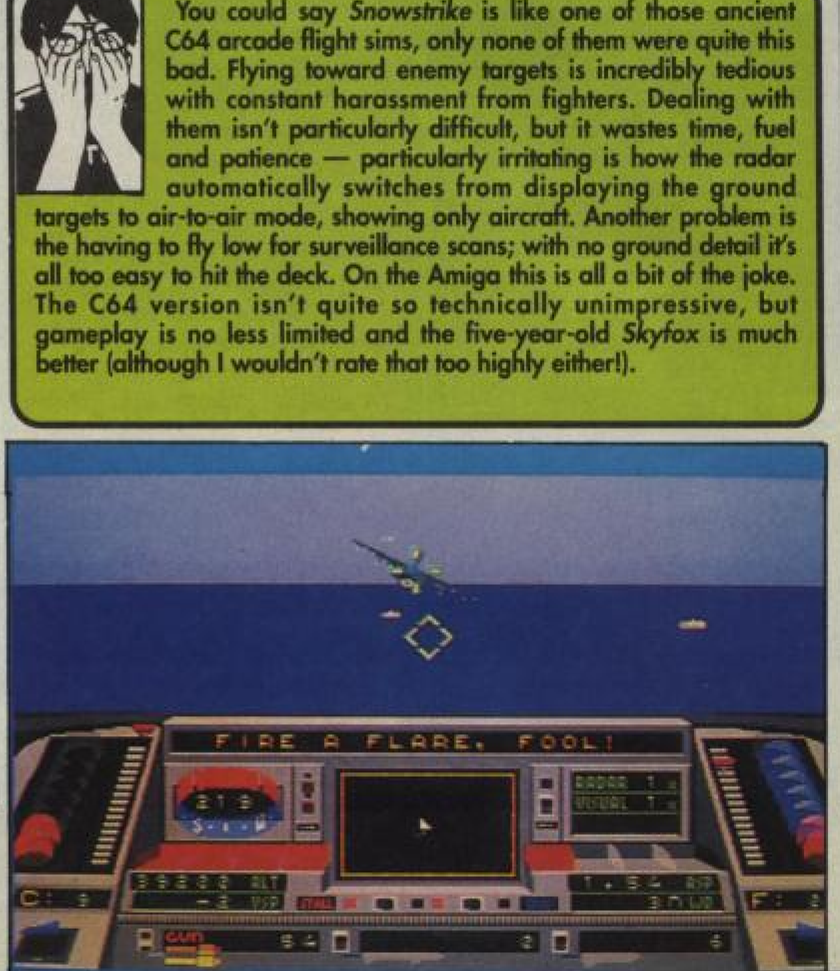
Your F-14 is automatically armed with a limited supply of air-to-air and air-to-ground missiles, plus unlimited bullets. No sooner than you take off, enemy jets will attack — apparently the drug lords have got more MiGs than the Warsaw Pact! Use flares to distract chasing missiles, then blast 'em with guns or missiles. Should you be hit it's ejection time, but unless you pull the ripcord in time it won't do you much good.



You could say *Snowstrike* is like one of those ancient C64 arcade flight sims, only none of them were quite this bad. Flying toward enemy targets is incredibly tedious with constant harassment from fighters. Dealing with them isn't particularly difficult, but it wastes time, fuel and patience — particularly irritating is how the radar automatically switches from displaying the ground targets to air-to-air mode, showing only aircraft. Another problem is the having to fly low for surveillance scans; with no ground detail it's all too easy to hit the deck. On the Amiga this is all a bit of the joke. The C64 version isn't quite so technically unimpressive, but gameplay is no less limited and the five-year-old *Skyfox* is much better (although I wouldn't rate that too highly either!).



Despite looking like a sim, this has less strategy than such simplistic blast-'em-ups as *Operation Harrier*. Graphics are as dated as the ark on the Amiga, and on both versions there's not enough ground detail to provide a convincing illusion of speed. Worse, the C64 version is really rather sluggish. Yet in both games there's really NOTHING to do! Combat is similarly basic on both formats, the enemy jet on the Amiga version weaving around with no respect for the ground or any illusion of 3-D. Admittedly it can be fun blasting the MiGs but there's so many that it quickly becomes tiresome. Without any real depth to the missions this is a very shallow, expensive shoot-'em-up. For C64 owners *Project Stealth* and *First Strike* are the ones to get, while on the Amiga it's hard to think of anything worse.



amiga

PRESENTATION 48%
Same as the C64.

GRAPHICS 21%
Very basic target and MiG graphics, with square patches representing drug fields. Fast but with so little on-screen this is no surprise.

SOUND 33%
As with C64 version. Pretty diabolical for the Amiga.

HOOKABILITY 31%
Easy to fly — even easier to stop flying. Dull gameplay soon gets boring.

LASTABILITY 24%
Amazingly there aren't any more missions considering the extra memory. What missions there are certainly don't excite long-term interest.

OVERALL 27%

You certainly won't overdose on this dire 'flight sim'.

64

PRESENTATION 48%
Save-to-disk service records, medal-awarding and death screens plus weather, warzone and co-pilot options. Briefing screens, but irritating disk access prior to each mission.

GRAPHICS 27%
Minimal ground detail and yellow MiGs which move completely unrealistically.

SOUND 38%
Mediocre title/death tunes, very average engine effect with a mixed bunch of effects otherwise.

HOOKABILITY 37%
Very easy to get flying, but there's very little to get addicted to...

LASTABILITY 29%
...while ten missions (two of which are simply free flights) offer very little variety.

OVERALL 29%

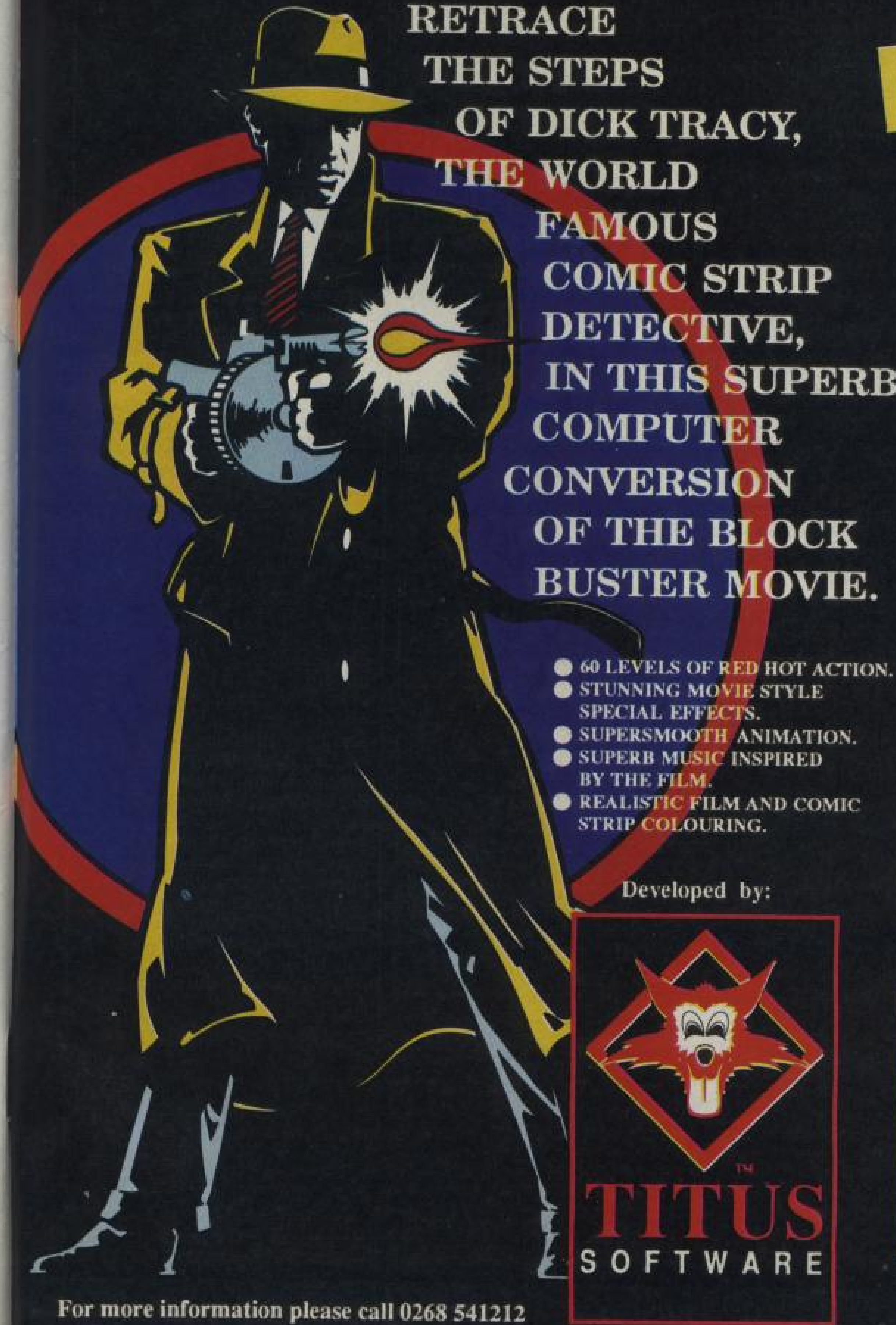
'Winners Say No To Drugs' (and to this very weak flight/arcade blast!).

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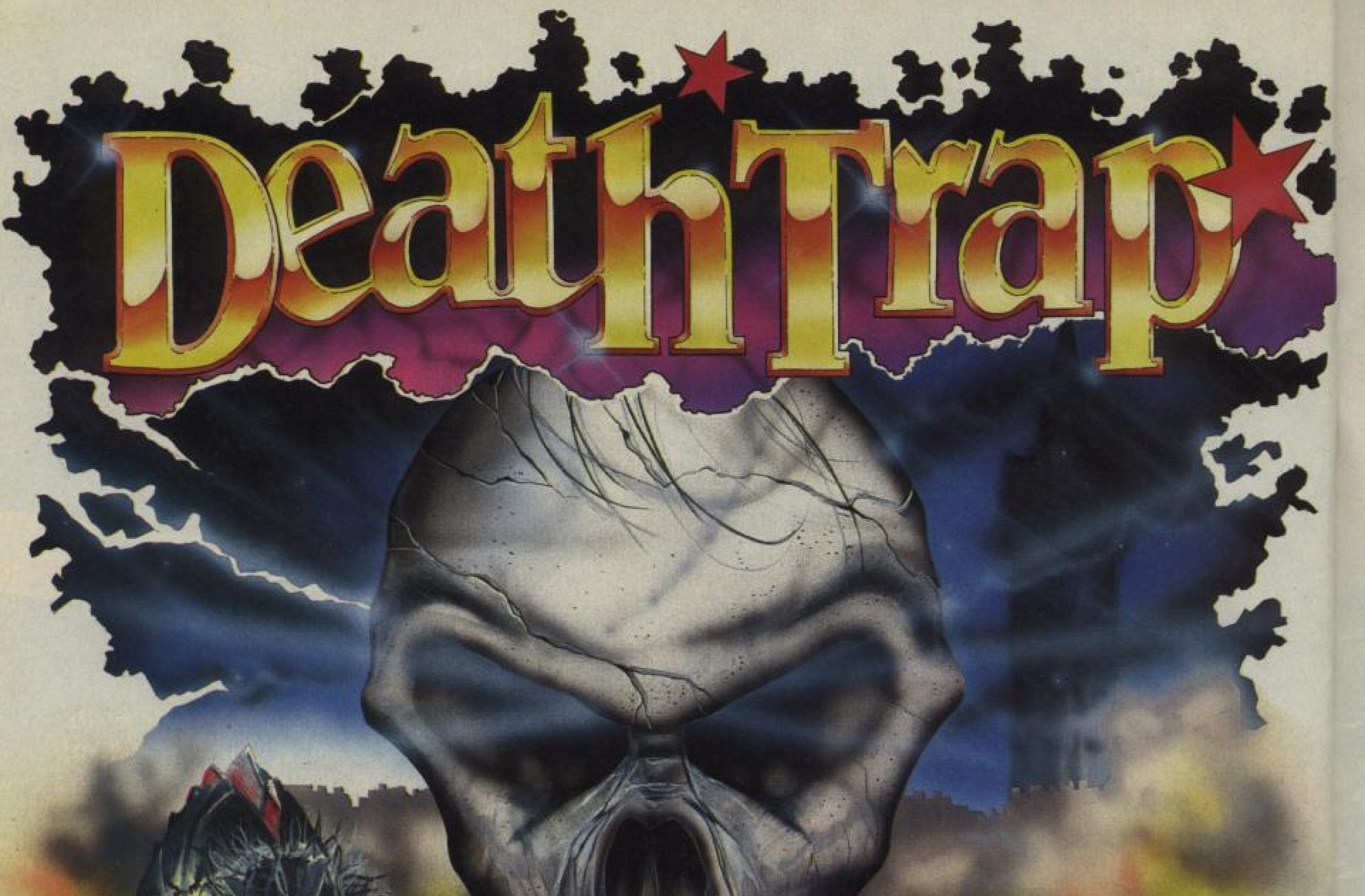




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ANCO

awesome

The brave ship Elapidae is on its way home after some tough trading in the Skillion system. But mere light years from home the crew suggest to the captain, via a blaster, that they stop off for some action. Hence a visit to the eight-planet Octarian system. The good news is that Diogem Disks and Chrollum Crystals are abundant, while local ships will provide little resistance to the Elapidae's lasers. The bad news is that fuel is very expensive and the only way to get some is to accept missions from local corporations. And the worst news is that Octarians' sworn enemies, the Homikahns, have picked this moment to ready a Promethean cannon to wipe out the entire system — it's a race against time to escape.

The game is divided into four arcade sections. The first is an overhead view of the Elapidae flying through space: the ship is fixed, left/right rotating the screen around it. Hostiles include pirates, cargo convoys, the odd space station, asteroid storms and oddities such as biological pods which spawn mutant flies when shot.

Once you arrive in orbit around a planet, the landing craft splits off and rotates to fly *into* the screen. Planets are guarded by *Space Harrier*-like leviathans which move at great speed. Destroy these and the craft proceeds down to hover over the planet's surface. It's an overhead view, with yet more nasties attacking. Deal with these and you can finally land. A crew member can now be sent out to fight through all sorts of baddies — giant spiders, tanks, lasers traps etc. A time limit is provided by a very limited oxygen supply, depleted by every hit.



★ Battling hostiles on one of the planets.

Should you arrive at the underground installation, everyone will suddenly become very civil and offer to trade with you. Disks and crystals can be sold, and a wide variety of weapons bought including mining lasers for exposing the crystals in asteroids (in space you can select which weapon to use before each battle, as well as switching energy between shields and cannons).



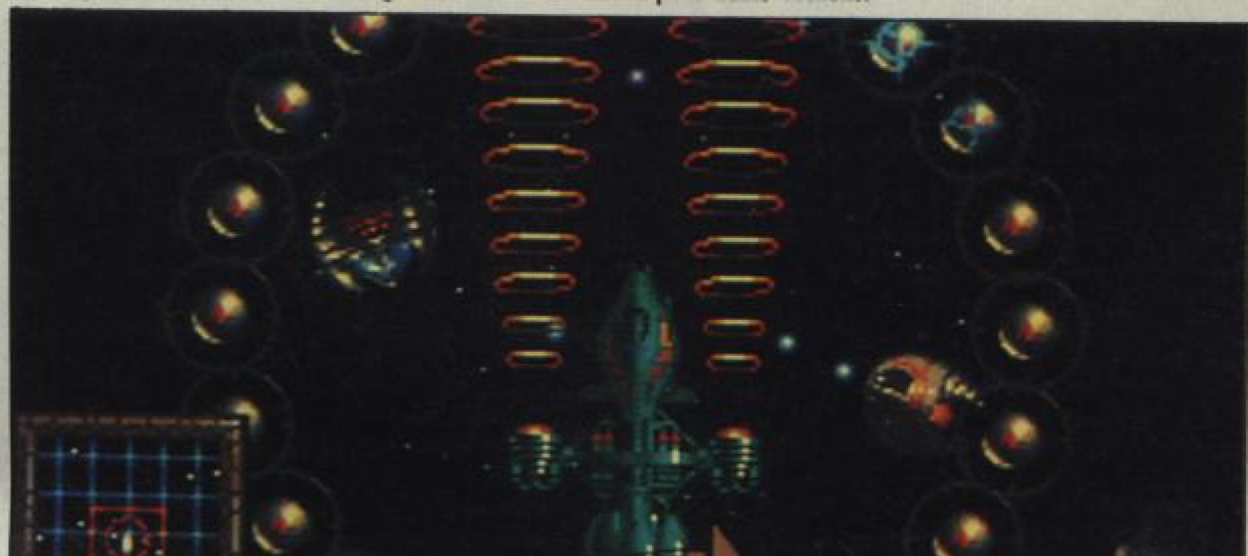
Maybe this should have been named *Mediocre*. After all, underneath the fancy packaging (and horrendous price tag) it's just a hotch-potch of game styles, with none of the subgames particularly strong. The trading aspect is also very limited and it's annoying that you can get stuck on a planet through lack of fuel — and then have to start from scratch as this hopeless situation has automatically become your stored position! As a glorified shoot-'em-up *Awesome* is fairly playable, but like most 'mega-games' it proves anticlimactic.

You can also choose which mission to accept. Missions basically involve transporting cargo to another planet in return for fuel. A neat touch is that the distance to a planet varies according to the time of year. You might need to wait until planetary orbits bring your destination closer — but this costs a lot in hotel bills!



The programmers of *Beast II* are after your dosh again, with another technically impressive intro, T-shirt and an odd remix of familiar game-styles. *Asteroids*, *Space Harrier*, *Parallax* and *Elite* are all called to mind. The latter is perhaps the most misleading, since you can't go off on your own; missions are fixed and essential to gain fuel — plus there's only a couple to choose between at each station. Moreover there's no disk save, and enemy patterns are fixed — just as well seeing as you have to choose your weapons *before* you know what you're facing in the next encounter! That said, there is an impressive variety of enemies which provides a big incentive to keep coming back. On the other hand only the space combat is particularly playable, the rest is a bit tired and unoriginal. All in all a mixed bag, worth a look from shoot-'em-up fanatics looking for something a bit different.

★ Your ship is trapped within a ring of bombs in one of the space battle sections.



PRESENTATION 86%
Astonishing ray-traced space battle, 'free' T-shirt, automatic RAM save. A fair bit of disk swapping.

GRAPHICS 85%
Generally good with varied enemies and an impressive leviathan.

SOUND 91%
A variety-packed rock soundtrack combined with good FX.

HOOKABILITY 78%
Shoot-'em-up action provides a strong hook, although the first planet scene is tough.

LASTABILITY 80%
Eight planets and numerous missions provide a big, if repetitive challenge.

OVERALL 79%

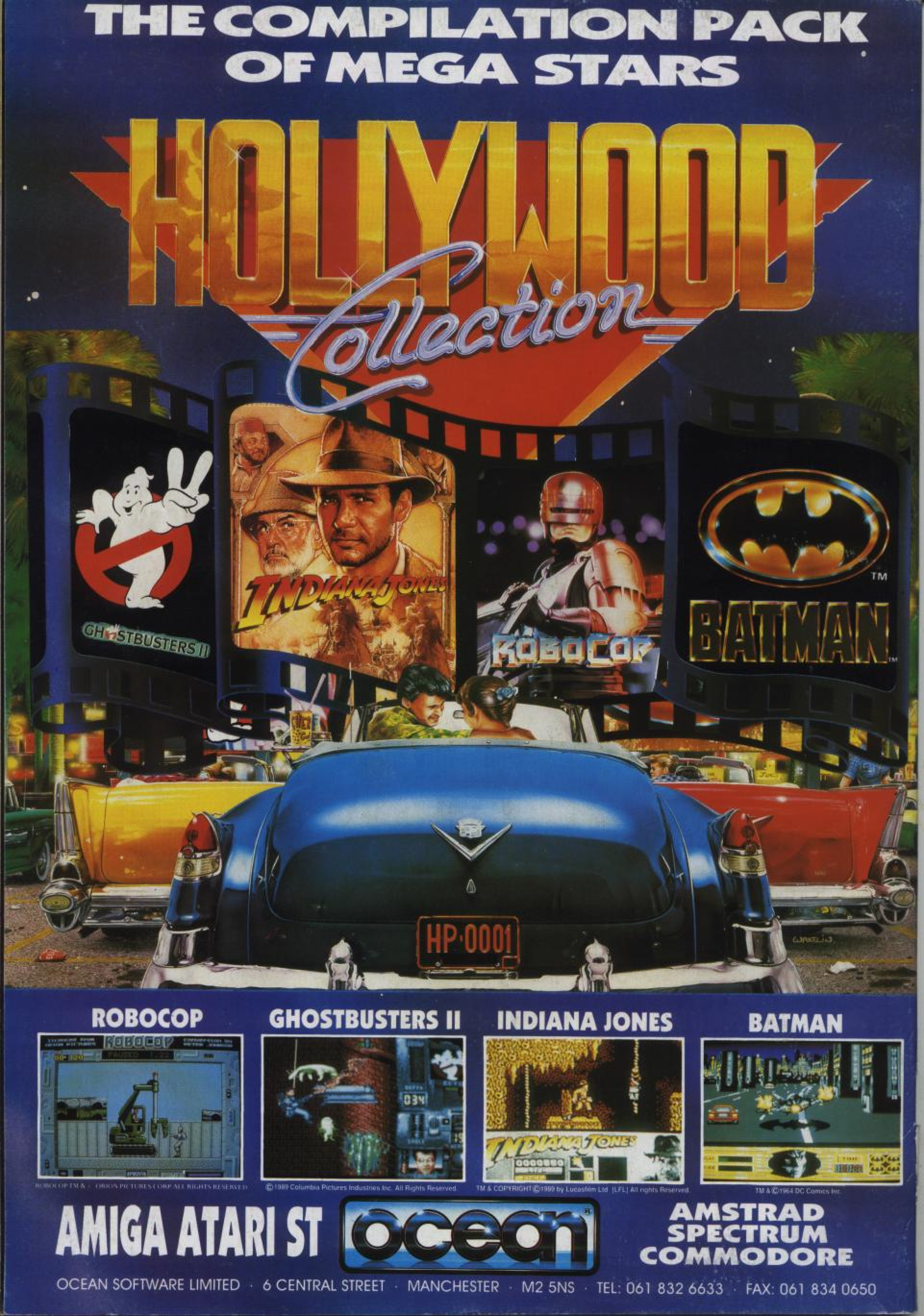
A slick remix of numerous shoot-'em-ups.



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